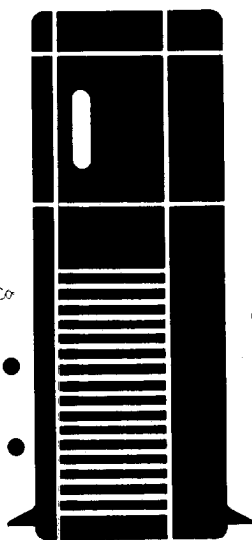


386X/XE

OPERATIONS GUIDE

 **TRIGem**



386X/XE

OPERATIONS GUIDE

GERMAN RFI DECLARATION FOR CLASS B SELF
CERTIFICATION

Hiermit wird bescheinigt, dass der TriGem 386X and 386XE in Übereinstimmung mit den Bestimmungen der Vfg 1046/1984 funk-entstort ist.

Der Deutschen Bundespost wurde das Inverkehrbringen dieses Gerätes angezeigt und die Berechtigung zur Überprüfung der Serie auf Einhaltung der Bestimmungen eingeräumt.

TriGem Inc.
4 NaengChun-Dong, Seodaemun-Ku
Seoul, Korea

English translation:

We hereby certify that the TriGem 386X and 386XE complies with the RFI suppression requirements of Vfg 1046/1984. The German Postal Service was notified that equipment is being marketed. The German Postal Service has the right to re-test the equipment and verify compliance.

Note: Replace 1046 with 1045 for household appliances tested per VDE 0875.

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FCC COMPLIANCE STATEMENT

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 1 Reorient or relocate the receiving antenna.
- 1 Increase the separation between the equipment and receiver.
- 1 Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- 1 Consult the dealer or an experienced radio/TV technician for help.

If you experience problems with radio and/or television reception through the use of this product, the following booklet, published by the FCC, may prove helpful:

How to identify and Resolve Radio-TV Interference Problems
(Stock No. 004-000-00398-5)

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

WARNING!

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

SAFETY

The following instructions pertain to the risk of fire, electric shock or bodily injury. Please read all of these instructions carefully.

- ❑ Follow all of the instructions and warnings marked on this product or included in this manual.
- ❑ Do not use this computer on an unstable cart, stand or table.
- ❑ Slots and openings in the cabinet and the back have been provided for ventilation. To ensure the reliable operation of your computer, and to protect it from overheating, these openings must not be blocked or covered. Don't use this product on a bed, sofa, rug, or other similar surface.
- ❑ Never push objects of any kind into the computer through the cabinet openings, as they may touch dangerous voltage points or short out parts that could result in a fire or electrical shock.
- ❑ This computer should only be connected to the AC power source indicated on your computer system's information label. If you are not sure of the type of AC power available, consult your dealer or local power company. Only connect this computer to a power outlet that matches the power requirements of this computer.
- ❑ Do not allow anything to rest on the power cord. Do not locate this product where people will walk on the cord.
- ❑ If you have to use an extension cord with this computer, make sure that the total amperage rating of all equipment plugged into it does not exceed the amperage rating of the extension cord. Also, make sure that the total of all products plugged into the main AC power outlet does not exceed 15 amps.
- ❑ Unplug your computer from the main electrical power outlet before cleaning.
- ❑ Do not use this computer near water,

MAINTENANCE

Except as explained in Chapter 7, “Expanding Your System,” do not attempt to modify or service this product yourself. Opening or removing those covers that are marked “DO NOT REMOVE” may expose you to dangerous voltage points or other risks. Refer all servicing problems to qualified service personnel.

If the product does not operate normally, adjust only those controls that are covered by the operating instructions. Improper adjustment of other controls may result in damage and may require extensive repair work to restore the product to normal operation.

Unplug this product from the main power outlet and call for service under any of the following conditions:

- If the power cord or plug is damaged or frayed
- If liquid has been spilled into the product
- If the product has been exposed to rain or water
- If the product has been dropped or the cabinet has been damaged
- If the product exhibits a distinct change in performance, indicating a need for service

Stop!

If you ever have to remove the main system unit cover, observe the following precautions:

- ❑ The power supply cord must be unplugged before the main system unit cover is removed. (Separe le cordon d'alimentation et puis enleve le couvercle.)
 - ❑ Once removed, the cover must be replaced and screwed in position before the power supply cord is plugged back in. (Apres le couvercle a enleve, visse le couvercle en place et remettre le cordon d'alimentation.)
-

RELATED READING

For more information about MS-DOS commands and GW-Basic programming, please refer to the user's manuals provided with this computer.

Wichtige Sicherheitsvorschriften

Unbedingt beachten!

Allgemeine Sicherheit

Die nachfolgenden Anweisungen betreffen die Gefahr von Verletzungen durch elektrische Spannung, Feuer und mechanische Einwirkung. Bitte lesen Sie diese Anweisungen sorgfältig.

- Beachten Sie alle Hinweise, die am Gerät selbst angebracht oder in den zugehörigen Handbüchern vermerkt sind.
- Stellen Sie das Gerät an einem sicheren, stabilen Arbeitsplatz auf.
- Am Gerät angebrachte Öffnungen (Schlitze und sonstige Öffnungen) dienen der Belüftung des Gerätes. Um ein zuverlässiges Arbeiten des Geräts zu gewährleisten und um Überhitzung zu vermeiden, müssen diese Öffnungen unbedingt freigehalten werden. Betreiben Sie das Gerät nie auf Betten, Sofas oder anderen, weichen Unterlagen.
- Stecken keine Gegenstände (Schraubenzieher, Büroklammer etc.) in die Öffnungen. Sie würden damit Kurzschlüsse herbeiführen die zur Zerstörung des Geräts führen, sich der Gefahr eines Stromschlages aussetzen oder das Gerät in Brand setzen.
- Das Gerät darf nur an vorschriftmäßige Steckdosen mit der auf dem Gerät angegebenen Netzspannung angeschlossen werden. Wenn Sie nicht sicher sind, welche Netzspannung richtig ist, wenden Sie sich an den Lieferanten des Gerätes oder an das zuständige Elektrizitätswerk. Bitte nur an genügend stark abgesicherte Steckdosen anschließen, die der Leistungsaufnahme des Gerätes entsprechen.

- Auf das Netzanschlußkabel dürfen keine Gegenstände gestellt werden. Legen sie das Netzkabel so, daß niemand darauftreten oder darüber stolpern kann.
- Wenn Sie Verlängerungskabel benutzen, müssen Sie sicher sein, daß die gesamte Leistungsaufnahme nicht größer ist als das Verlängerungskabel zuläßt. Der gesamte Stromverbrauch aller angeschlossenen Geräte darf nicht mehr als 15 A betragen.
- Wenn Sie das Gerät reinigen, muß das Netzkabel aus der Steckdose gezogen werden.
- Das Gerät dürfen Sie nicht in der Nähe von Wasserleitungen benutzen.

Wartung des Computers

Wenn der Computer nicht ordnungsgemäß arbeitet, dürfen Sie nur die Einstellungen vornehmen, die im Handbuch genannt werden. Andere Einstellungen oder Veränderungen können den Computer beschädigen oder zerstören. Umfangreiche und kostspielige Reparaturen würden notwendig werden, um das Gerät wieder betriebsfähig zu machen.

Ziehen Sie den Netzstecker aus der Steckdose und verständigen Sie den zuständigen Kundendienst bei folgenden Störungen:

- netzkabel ist defekt oder stark abgenutzt.
- Flüssigkeit ist in dasGerät geschüttet worden.
- Das Gerät war Regen oder Leitungswasser aus-gesetzt.
- Das Gerät ist heruntergefallen oder das Gehäuse ist beschädigt.
- Das Gerät arbeit nicht mehr richtig.

ACHTUNG:

Wenn Sie das Gerät öffnen möchten (Abnahme der verschraubten Haube), ist unbedingt folgendes zu beachten:

- Das Netzkabel muß aus der Steckdose gezogen werden und zwar bevor Sie das Gerät öffnen.
- Die Haube muss wieder montiert und verschraubt werden. Erst dann darf das Netzkabel wieder eingesteckt werden.

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Introduction

Your personal computer is powerful, versatile, and easy to use. After setting up your system with the simple instructions in this manual, you'll soon be using your favorite software programs.

This computer is available in these configurations:

- ❑ The system provides one or two diskette drive and an optional 40MB (or 80MB) hard disk drive.
- ❑ You can operate a lot of application programs very fastly and efficiently with this system because it provides 64KB (or 128KB) Cache memory.

This model comes with 1MB of internal memory, a total of eight internal option slots, a System Motherboard, on board FDC, IDE HDC, and built in serial and parallel interfaces.

Your computer comes with MS-DOS — the operating system by Microsoft. In addition to the introduction to MS-DOS provided in this manual, you'll find a complete reference manual for the operating system packed in the box with the computer.

As your needs grow, so can your computer; you can expand your system by adding a wide variety of options. You can install most option cards compatible with the IBM Personal Computer. If you use software that executes complex mathematical calculations, you may want to install a 387™ math coprocessor or 3167 math coprocessor to speed up processing.

Note

You may have TriGem 386X or TriGem 386XE computer system.

This manual describes the instructions of both system for common use.

How to Use This Manual

This manual explains how to set up and care for your computer.

It also describes how to use your computer.

The instructions in this manual apply to your system, except where otherwise indicated.

You probably don't need to read everything in this book; see the following chapter summaries.

Chapter 1 provides simple step-by-step instructions for setting up your computer.

Chapter 2 describes how to run the Setup program to setup your computer's configuration.

Chapter 3 covers some general operating procedures, including how to use and care for your disks and disk drives.

Chapter 4 provides basic instructions for using MS-DOS with your computer.

Chapter 5 takes you into the more advanced techniques of floppy disk file manipulation, such as formatting and copying.

Chapter 6 shows you how to set up and use the vast storage capabilities of this system device.

Chapter 7 contains "how-to" information on adding components (such as additional disk drives or expansion boards), to your computer.

At the end of this guide is a set of Appendices which contain technical information for the advanced user or field technician.

Setting Up Your System

Setting up your personal computer is easy. Just follow the nine steps in this chapter.

When you finish setting up your computer, go on to Chapter 2 and follow the instructions there to run the Setup program. The Setup program updates the list of equipment installed in the computer and any time options are added or changed.

1 Unpacking

- n As you unpack the different parts of your computer system, be sure to inspect each piece. If anything is missing or looks damaged, contact the place where it was purchased for missing items or replacements. If you cannot obtain the necessary part of parts, call your TriGem Computer dealer for assistance. Please have the computer's serial number ready when you call.

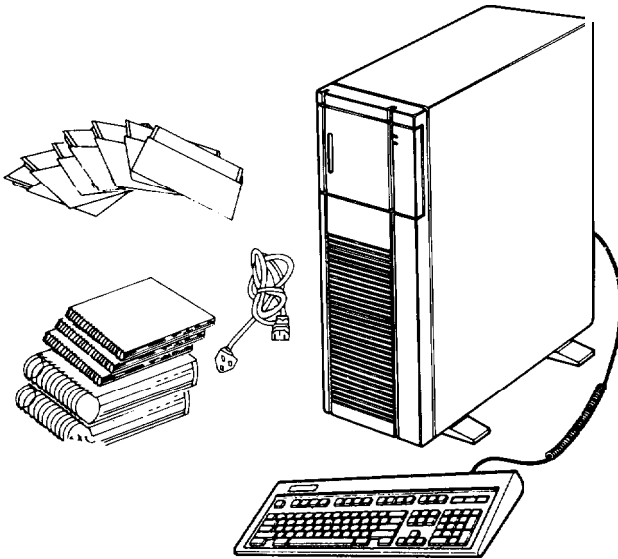


Figure 1-1. Unpacking Your System

Besides this manual, you should have the following:

- The computer and power cord
- The Keyboard with attached cable
- MS-DOS diskettes
- GW-BASIC diskette
- MS-DOS User's Guide
- GW-BASIC User's Guide

In addition to these items, you need a compatible monitor to use with the computer.

Be sure to keep your packing materials. They provide the best protection for your computer if you need to transport it later.

2 Choosing a location

Before you set up your computer, it is important to choose the right location. Select a spot that provides the following:

- A large, sturdy desk or table that can easily support the weight of your system, including all of its components. Make sure the surface is hard and flat. Soft surfaces like beds and carpeted floors can generate static electricity, which may erase data on your disks and damage the computer's circuitry. Soft surfaces also prevent proper ventilation.
- Good air circulation. Air must be able to move freely under the system as well as behind it. Leave several inches of space around the computer to allow ventilation.

- ❑ Moderate environmental conditions. Protect your computer from extremes in temperature, direct sunlight, or any other source of heat. High humidity also hinders operation, so select a cool, dry area. Avoid dust and smoke, which can damage disks and disk drives and cause you to lose valuable data.
- ❑ Appropriate power sources. To prevent static charges, connect all your equipment to three-prong, grounded outlets. You need one outlet for the computer, one for the monitor, and additional outlets for a printer and any other peripherals.

If it has the appropriate power cord, you can plug the monitor into the auxiliary power outlet on the back panel of the computer, reducing the number of wall outlets you need. (The current required by the peripheral must not exceed 1 amp.) If you need more outlets, you may want to buy a power strip-available at any electronics store-to provide extra outlets. A power strip with surge suppression is recommended.

- ❑ No electromagnetic interference. Locate your system away from any electrical device, such as a telephone, that generates an electromagnetic field.

3 Connecting a Monitor

The video display monitor is the device used by the computer to communicate with you. Your software will use the screen to display information, such as prompts, text, graphics (charts and pictures), etc.

Several types of monitor are available as options. A typical video display system provides a high resolution monochrome (green or amber screen) screen display. Your computer can be used with either monochrome, color video monitors, EGA or VGA monitors.

In addition to the display monitor itself, the video system includes a video controller board. This board generates the letters, numbers, and graphics symbols displayed on the monitor screen.

Connectors are provided for the display type that is supported by the board (monochrome, RGB color, high resolution EGA, VGA etc.). Certain boards support more than one type of display, and may provide a switch to select either color or monochrome modes.

Note

For more information on the various video monitor systems available for your computer system, see Appendix C, "Video Monitor Systems."

The procedure you use to connect your monitor to the computer depends on the type of monitor you have. See your monitor manual for detailed instructions, or follow these general guidelines:

1. Place your monitor on top of or near the computer. It is easiest to connect the monitor cable if you are facing the back panels of both the monitor and the computer.

2. If necessary, connect the monitor cable to the monitor.
(Some monitors come with permanently attached cables.)
3. Connect the monitor cable to the video connector on the back of the computer, as shown below. If the plug has retaining screws, tighten them securely.

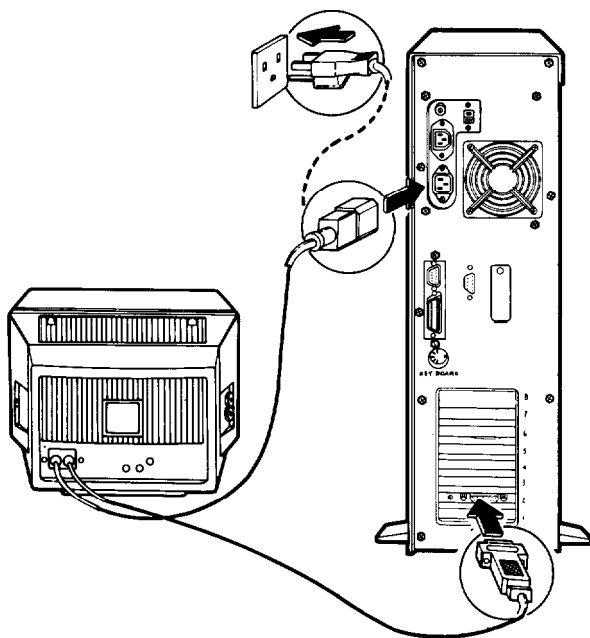


Figure 1-2. Connecting the Monitor

4. Plug the other end of monitor's power cord into an electrical outlet.

4 Connecting a Printer, Mouse, or Modem

The computer has a parallel interface and two serial interfaces on the back panel, so you can easily connect a printer or other type of device with either type of interface.

For example, you can use the parallel port to connect a parallel printer (most printers have a parallel interface). You can use the serial port to connect a serial printer, a serial mouse, or an external modem.

Follow the steps in this section to connect a printer or other peripheral device to either the parallel or serial interface.

Using the Parallel Interface

The parallel interface on your computer is Centronics compatible and uses a 25-pin connector. To connect a parallel printer to your computer, you need an IBM-compatible printer cable. If you are not sure which one you need, or whether you have the right one, check with the store where you purchased the printer.

Once you have the correct printer cable, follow these steps to connect the printer to the parallel interface on the computer.

1. Place the printer next to your computer.
2. One end of the printer cable has a 25-pin, male connector. Connect this end to the parallel port on the back panel of the computer, as shown below. If the plug has retaining screws, tighten them securely.

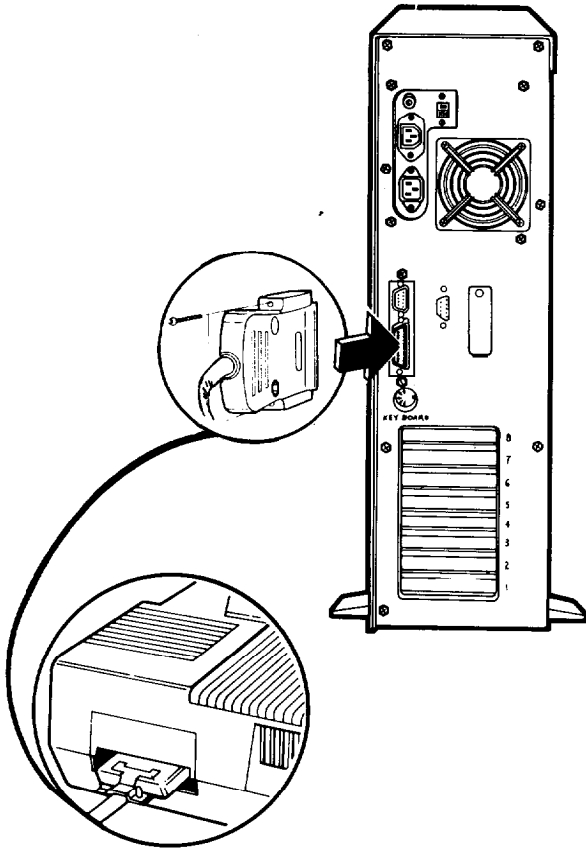


Figure 1-3. Connecting the Printer

3. Connect the other end of the cable to the printer, as shown below. If the printer has retaining clips on each side of the printer port, squeeze the clips together to secure the cable.
4. Plug the printer's power cord into an electrical outlet.

Using the Serial Interface

If you have a serial printer, modem, mouse, or any other peripheral with a serial interface, you can connect it to one of two serial (RS-232C) ports on the back of the computer. Your computer uses IBM-compatible, 9-pin, male connector, so be sure you have the proper cable. If you are not sure which one you need, or whether you have the right one, check with the store where you bought the cable.

To connect a serial device, follow the same steps outlined above for a parallel device, but connect the cable to the serial port, shown below.

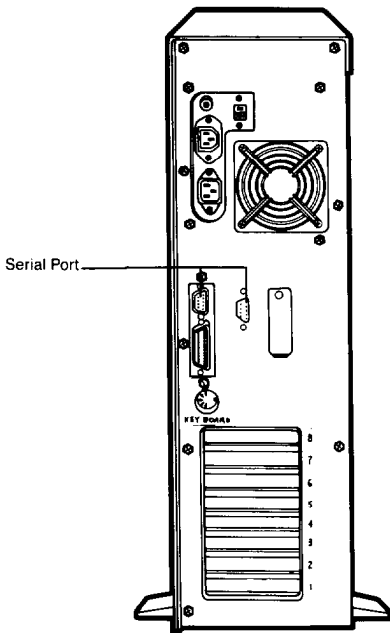


Figure 1-4. Serial Port

Setting up the serial port for a printer

If you are using a serial printer but your software does not support a serial printer, you must do two things before you can print:

- ❑ Set up the data transmission parameters for the serial port.
- ❑ Tell the computer to redirect printer data from the parallel port to the serial port.

5 Connecting the Power Cord

Follow these steps to connect the power cord:

1. Insert the power cord into the AC inlet on the computer's back panel, as shown below. To avoid an electric shock, be sure to plug the cord into the computer before plugging it into the wall socket.

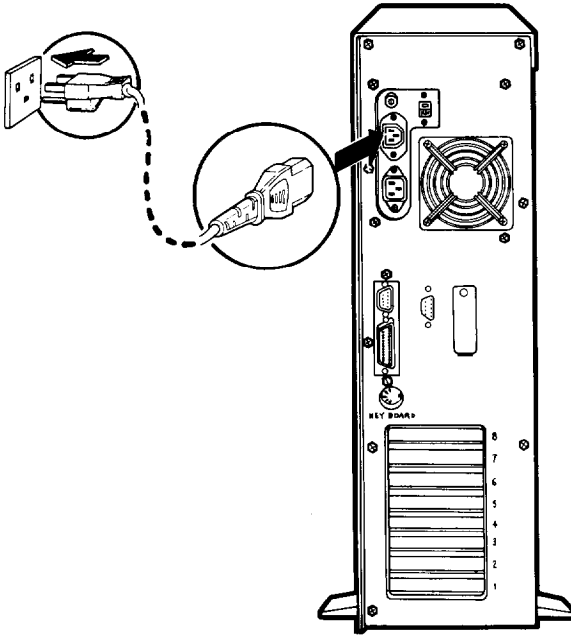


Figure I-5. AC Power Connections

2. Plug the other end of the power cord into a three-prong, grounded electrical outlet.

Note

The socket outlet should be installed near the equipment and should be easily accessible.

Die Verbindung zwischen Steckdose sollte möglichst Kurz sein. Die Steckdose sollte frei zugänglich sein.

For units to be installed in European countries, a power supply cord of type HAR, with H05VV-F should be used.

Für Geräte, die in europäischen Ländern eingesetzt werden, sollte ein Netzkabel Typ HAR mit der Nummer H05VV-F benutzt werden.

6 Connecting the Keyboard

Your keyboard has only one cable to connect.

This simply plugs into the keyboard connector located at the bottom of the main system unit's rear panel. This connector is designed to prevent insertion if the pins don't line up, so it may be necessary to rotate the cable connector until it plugs in easily.

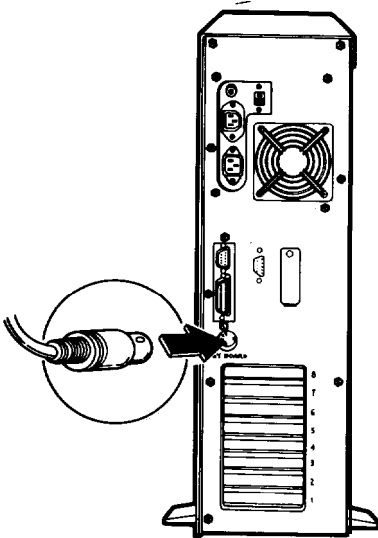


Figure 1-6. Connecting the Keyboard

Adjusting the Keyboard Angle

You can change the angle of the keyboard by adjusting the legs on the bottom. Turn the keyboard over and lift each leg upward until it locks into place, as shown below. You lock the legs into a low or high position, or leave them flat.

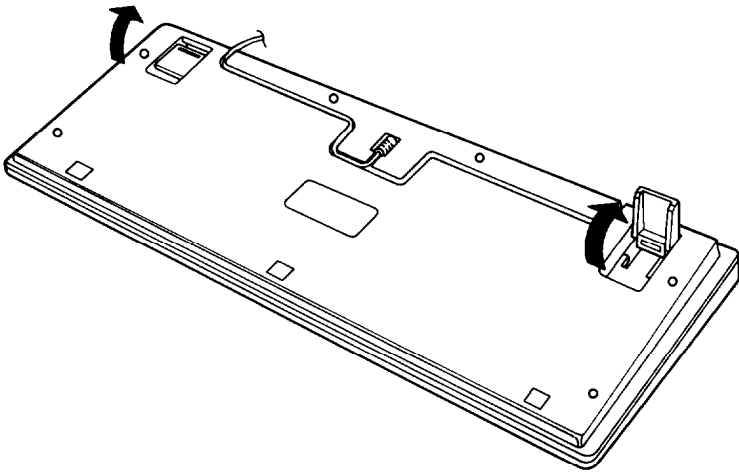


Figure 1-7. Adjusting the Keyboard Angle

7 Turning On the Computer

Before you turn on your computer, read the following safety rules to avoid accidentally damaging the computer or injuring yourself:

- ❑ Do not unplug cables from the computer when the power switch is on.
- ❑ Never turn off or reset your computer while a disk drive light is on. This can destroy data stored on disk or make an entire disk unusable. Similarly, never remove a diskette from a diskette drive while the drive light is on.
- ❑ Always wait at least five seconds after you switch off the power before you switch it on again. Turning the power off and on rapidly can damage the computer's circuitry.
- ❑ Do not leave a beverage on top of or next to your system or any of its components. Spilled liquid can damage the circuitry of your equipment.
- ❑ Do not attempt to dismantle any part of the computer. Only remove the cover to install and remove optional devices.

Note

If you ever have to remove the main system unit cover, observe the following precautions:

- The power supply cord must be unplugged More- the main system unit cover is removed (Separe le cordon d'alimentation et puis enleve le couvercle.)
- Once removed, the cover must be replaced and screwed in position before the power supply cord is plugged back in, (Apres le couvercle a enleve, visse le couvercle en place et remettre le cordon d'alimentation,)

Follow these steps to turn on your system:

1. Turn on the monitor, printer, and any other peripheral devices connected to the computer.
2. To turn on the computer, press the power switch.

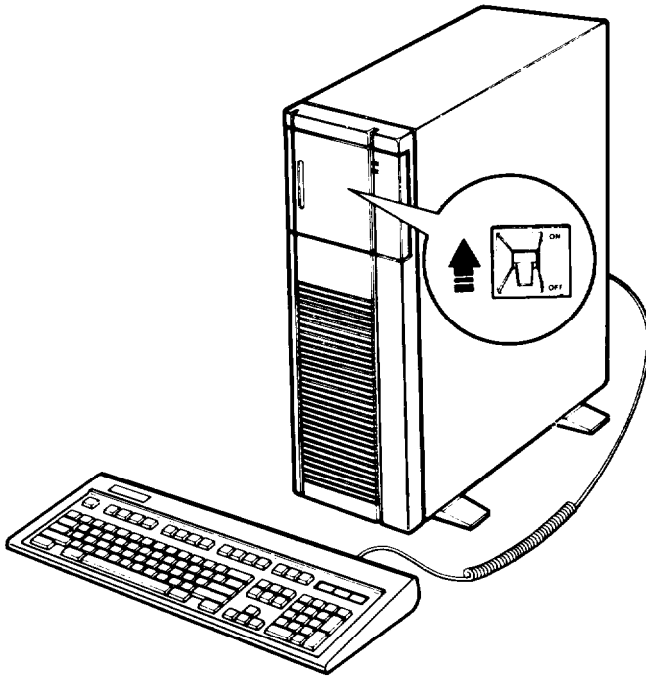


Figure 1-8. Power Switch

The power indicator on the front panel lights up. After a few seconds, the computer starts to perform an internal self test. This is a series of checks the computer completes each time you turn it on to make sure everything is working correctly. If anything is wrong, an error message appears on the screen.

After the self test is complete, you see a message on the screen similar to this:

```
386-BIOS (c) 1989 American Megatrends Inc.  
          (c) 1989 TriGem Coporation
```

```
XXXX KB OK  
press <ESC> to bypass MEMORY test
```

```
(c) American Megatrends Inc.,.  
XXXX-XXXX-XXXXXX-KB
```

The computer continually updates this display as it tests its memory. This test takes about 15 seconds to complete.

You may see a message similar to this:

```
XCMOS Checksum Failure  
CMOS battery low  
CMOS system option not set  
Run Setup Utility  
Press <F1> to RESUME
```

This means that the computer is not yet set up for the equipment you have installed and you must run the Setup program, described in Chapter 2. For now, press the F1 key on

the upper left corner of the keyboard to acknowledge the message and continue.

If you cannot see the screen display clearly, use the controls on your monitor to adjust the brightness and contrast until characters on the screen are clear and bright.

The computer then loads MS-DOS, the operating system, from the hard disk into memory. MS-DOS must be in the computer's memory before you can run any program, such as a word processing program or a spreadsheet program.

The Command Prompt

After the computer has loaded MS-DOS from the hard disk, you see the MS-DOS command prompt on the screen:



The command prompt tells you that your computer is ready to receive instructions. It also identifies the current operating drive: A or C, for example. The command prompt appears on the screen whenever you load MS-DOS, complete an MS-DOS command, or exit an application.

In your computer, the diskette drive is A and the hard disk is drive C. If you have an optional second diskette drive, MS-DOS identifies it as B.

8 Copying System Diskettes

Now that you have started your system and loaded MS-DOS, it is important that you make copies of your MS-DOS diskettes right away. Use the copies (called working copies) as they are needed and store the originals in a safe place.

Each of the system diskettes is formatted for 360KB.

(Formatting prepares a diskette to store data and is described in Chapter 3 and Chapter 5.)

To copy them, you need seven 360KB doubledensity, 5¼-inch diskettes.

Note

If you do not have any 360KB diskettes, you can use unformatted 1.2MB diskettes. When copying from 360KB diskettes, the DISKCOPY program formats the 1.2MB diskettes for 360KB.

Follow these steps:

1. The `C >` prompt should be on the screen. If not, type `C:` and press Enter.
2. Type the following and press Enter:

```
DISKCOPY A: A:
```

The screen displays this message:

```
Insert SOURCE diskette in drive A:  
Press any key to continue...
```

3. Insert the MS-DOS diskette in drive A, as shown below. Hold the diskette with the label facing up and the read/write slot into the drive.

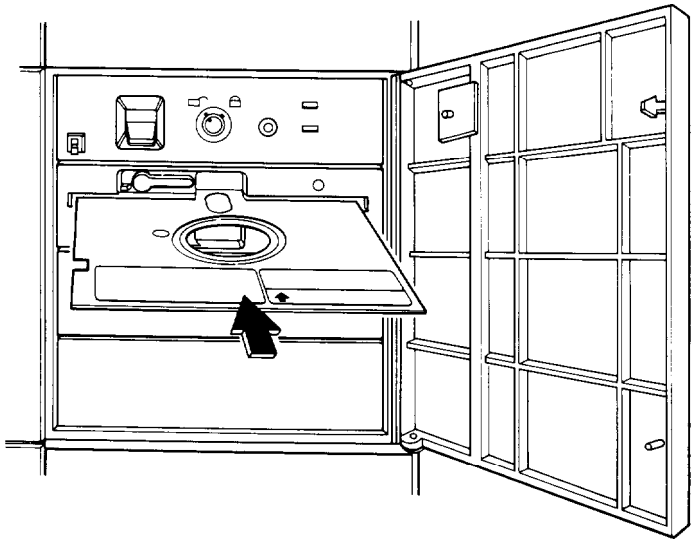


Figure 1-9. Inserting a Floppy Disk

4. Press any key. The DISKCOPY program copies the contents of the MS-DOS diskette to the computer's memory, and then you see the following:

```
Insert TARGET diskette in drive A:  
Press any key to continue. . .
```

5. Remove the MS-DOS diskette and insert a blank diskette (which is to be the target diskette) in drive A. Then press any key.

If the diskette is not formatted, the DISKCOPY program formats it. Then the program begins copying the data from the computer's memory to the formatted diskette. When the copy is complete, you see this prompt:

Copy another diskette (Y/N)?

6. Press Y so you can make a copy of another MS-DOS diskette. Again, you see the prompt to insert the source diskette.
7. Remove the copy of the MS-DOS diskette which you just made and insert the another MS-DOS diskette into drive A. Then press any key. Follow the prompts on the screen to make a copy off this diskette as you did for the first MS-DOS diskette.
8. When you finish copying the last diskette and the

Copy another diskette (Y/N)?

prompt appears, press N to return to the MS-DOS command prompt C >.

After you have copied the MS-DOS diskettes, be sure to label them carefully so you know which one is which. Write on the labels before you attach them to the diskettes in order to prevent damaging the diskettes. Store the originals in a safe place and use the copies as they needed.

9 Resetting Your Computer

If your computer system should “lock-up”, it may be necessary to reset the computer. Resetting the computer causes the CPU to clear its instruction set and the system memory. This ensures there is no “garbage” left in memory to interfere with new program information.

There are two basic ways to reset your computer. They are:

CONTROL-ALT-DEL (Keyboard Reset)

Press the CONTROL key and the ALT key at the same time. While holding these keys down, press the DELETE key, then release all three keys. This will reset your computer without running the full self-test diagnostics.

The POWER Switch

Turn the main system POWER switch off, wait ten seconds, then turn it back on. The computer will then run the complete self-test diagnostic routine.

Caution!

Any time you RESET your computer, the memory will be cleared. This will erase any software programs loaded into the system RAM. You may lose important data or have problems using your &are after the system re-boots. Only RESET your system if you are sure that all of your data has been saved to disk, or there is no other way to escape a “lockup” condition.

You should now be able to reset your computer if you run into trouble. At this point, you can complete the installation of your system by running the SETUP program. For detailed information on the SETUP program, see the following chapter.

Running the Setup Program

The first time you use your computer after setting up, you need to run the Setup program. The Setup program lets you update the following for your computer.

- The internal clock's time and date
- The number and capacity of diskette drives
- The number and type of fixed disks
- Availability and type of primary video adapter
- Availability of keyboard
- The type of scratch RAM

The setup program should be run when any of the preceding parameters has changed due to a system configuration change.

You probably do not need to change all these settings; just change the ones that apply to your computer. For example, if you have added no extra equipment and have a color graphics monitor, you would use the Setup program to set the internal clock's time and date.

Your computer stores the information you enter with the Setup program in a special memory area, called CMOS RAM, which is backed up by a battery. When you turn the computer off, the computer stores the Setup information in this memory. When you turn the computer on, it searches the CMOS RAM to obtain the correct configuration information. If there is a

difference between the information in CMOS RAM and the actual configuration, you see a prompt to run the Setup program.

Whenever a configuration change has been made to the system and power subsequently applied, the BIOS (Basic Input/Output System) will generally generate the invalid configuration message. Pressing F1 after an invalid configuration message is displayed will cause the system to boot up with a minimum default system. This will result in the system not being able to operate with its full potential.

If POST detects an error, you are prompted “Press <F1> to RESUME”

The setup program performs the following operations:

- Displays date, time, and the screen the list current values for system options.
- Allows you to accept current (default) values or enter different values for time, date, and system options.
- Provides help information about each of the options.
- Provides instructions on re-booting the system so that the new setting can take effect.

Whenever the system is booted, POST always rechecks the stored setup information against the hardware configuration. If the data does not agree, the invalid configuration message will be displayed.

Running Setup

If your system is off, turn it on now. After a moment, you will see a message similar to this:

```
386-BIOS (c) 1989 American Megatrends Inc.
          (c) 1989 TriGem Coporation

XXXX KB OK
Press <ESC> to bypass MEMORY test

(c) American Megatrends Inc.,.
XXXX-XXXX-XXXXXX-KB
```

Identifying the type of BIOS

Please note the Reference number at the bottom of the screen. Make a note of this number before you call Customer Support at AMI for assistance with the BIOS. The Reference number in your BIOS will let you know the type of BIOS on your system. The Reference number is displayed in the following format:

ABBB-NNNN-MMDDYY-KX

Where

- A could be
 - = D for BIOS with Diagnostics
 - = S for BIOS with Setup program
 - = E for BIOS with Extended Setup program

- BBB could be
 - = C&T for C&T 386 chipset
 - = NET for C&T NEAT chipset
 - = 286 for standard 286, VLSI, G2 286 boards
 - = SUN for suntac 286 boards

- = PAQ for Compaq compatible 386 board
- = INT for Intel compatible 386 board
- = AMI for AMI 386 motherboard
- = G23 for G2 386 board

MMDDYY is the BIOS release date in Month/Day/Year format

KX is the AMI Keyboard BIOS version number

Memory Test Bypass

The BIOS performs diagnostics of the system and displays the size of the memory being tested.

Note

Note that you can bypass the memory test by pressing the <ESC> key. This option would be useful when the memory on the system is quite large. you should hit the <ESC> key when the following message appears on the screen.

Press <ESC> to bypass MEMORY test

Using Setup

Immediately after the memory test, you will get the following prompt on the screen depending upon the type of BIOS you have:

Press if you want to run SETUP/EXTD-SET

Hit < DEL > key to get into the Setup mode

Note

 key will get you into the setup mode, only when the above message is displayed on the screen.

If you hit < DEL > key, a menu appears on the screen giving you the option of

EXIT FOR BOOT

RUN CMOS SETUP

RUN XCMOS SETUP

Use < Up ↑ > and <Down ↓ > keys to set the reverse video cursor on the option you want to select and use < Enter > to get into the option.

Errors Reported by BIOS

You may also see the error prompts in the first screen if your system has detected errors while comparing the configuration settings on the system main board with the parameters stored in its internal configuration RAM. In this case, you will see a message similar to this:

XCMOS Checksum Failure
CMOS battery low
CMOS system option not set
Run Setup Utility
Press <F1> to RESUME

Press <F1> to ignore the error prompt and boot the system automatically.

Note

If your system's start-up message does not show any errors and proceeds to try to load software from the floppy disk drive, you see the following message:

```
DRIVE NOT READY ERROR
Insert BOOT diskette in A:
Press any key when ready
```

Entering SETUP

To enter the setup program, hit < DEL > key at the time the following prompt is displayed on the screen immediately after the memory test.

```
Press <DEL> if you want to run SETUP/EXTD-SET
```

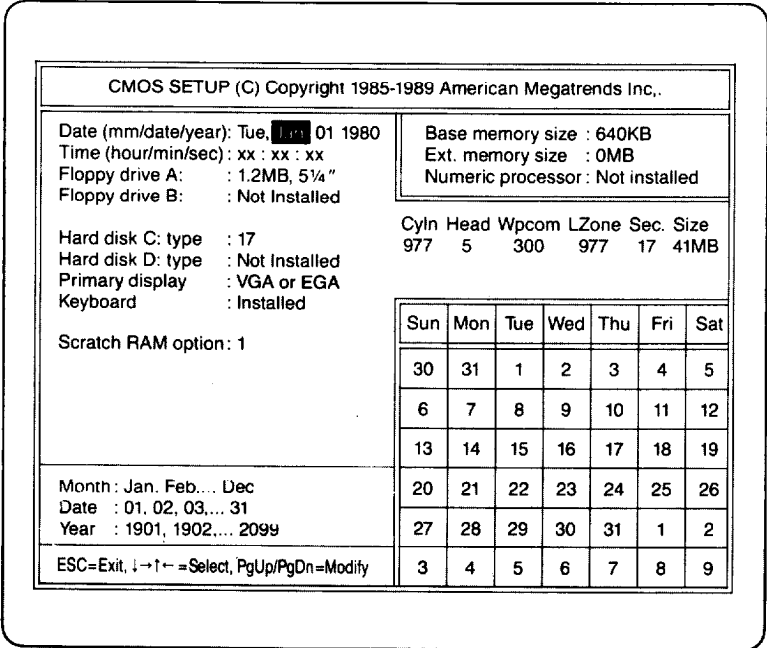
If you hit key, you will see a menu like as following

```
EXIT FOR BOOT
RUN CMOS SETUP
RUN XCMOS SETUP
```

This means that the SETUP program options have been set at the factory. Since there were no errors detected, the computer tried to load **MS-DOS** from the floppy disk drive, before you have inserted the **MS-DOS** main system diskette. For now ignore this message.

CMOS SETUP

Set the reverse video cursor on the "RUN CMOS SETUP" using <Up ↑> and <Down ↓> and press <ENTER>. Then the screen will be replaced by the following.



This screen is the SETUP MENU. This lists the parameters you can change with the SETUP program. A solid cursor bar highlights the parameter currently available to be changed. You can use the following key conventions.

- < Enter > moves the selection bar
- < ← > < → > moves the selection bar
- < PgUp > < PgDn > scrolls allowable settings
- < ESC > exit and save CMOS register
- < Ctrl > < Alt > < Del > . . . exit without save

CMOS Setup Option

Note

The Setup option is available even after a soft reset.

Date and Time Setup

The first entry in the Setup screen is current date. A calendar has been provided for the user to facilitate him in this procedure. Again, simply press the <PgUp> or <PgDn> keys to select the appropriate value for the month, date and year.

The procedure for setting the time is similar to that of setting the date. The time here is 24-hour time so don't be alarmed when hour 13 shows up on the screen. Simply highlight either the hours, minutes, or the seconds and press the <PgUp> or <PgDn> keys to step through the numbers.

Floppy Disk Drive Setup

Drives a: and / or b: may be one of the following types:

Allowable Drive Types

360KB	5 ¼"
1.2MB	5 ¼"
720KB	3 ½"
1.44KB	3 ½"
not installed	

Hard Disk Drive Setup

Drives c: and d: are the hard disk drives in the system. 46 drive types have been defined by AMI. If for some reason or other your particular drive is not one of the 46 pre-defined types,

simply scroll down to type 47 and enter the following drive specifications: cylinders, heads, WPcom, LZone, and sectors. Please consult the documentation received with the drive for the specific values that will give you optimum performance.

Display Type Setup

The next option is primary display selection. The options are as follows:

Type of Display Allowed

Monochrome
Color 40 x 25
Color 80 x 25
VGA or EGA
Not Installed

Keyboard Setup

The keyboard Setup is the next option for the user. You may either choose to enable or disable the Keyboard test during Power On Self Test by setting keyboard as "Installed" or "Not Installed".

Scratch RAM Option

The next option is the setting of the scratch RAM. The purpose of this element is to

- (1) Save the user definable drive type 47
- (2) Translate 80386 Loadall function for programs like OS/2, RAMDRIVE etc.

If Shadow RAM is not enabled, the parameters of the drive must be stored in normal RAM, but the integrity of the data must be maintained. The options you have are the following:

1. The BIOS to use 100 bytes at 30h:0
2. The BIOS to reduce the size of the base memory by 1KB.

The default is 1. If you are not using Drive type 47 or not running programs like OS/2, RAMDRIVE this RAM will never be used by so you may leave the value as 1.

Leaving the CMOS Setup

When you have completed the changes, press the < ESC > key. The SETUP program will display the message:

Write data into CMOS and exit (Y/N)?

If you have made any mistakes, press N for No, then move the cursor back up to the beginning and verify each parameter, making any corrections necessary. When you are satisfied with the option settings, press the < ESC > key, then press Y to write the new settings into the configuration RAM. Your computer will run through the self test diagnostics again and try to read a diskette in the first floppy disk drive.

As mentioned above, you may see an error message if you don't have a system diskette inserted into the floppy disk drive.

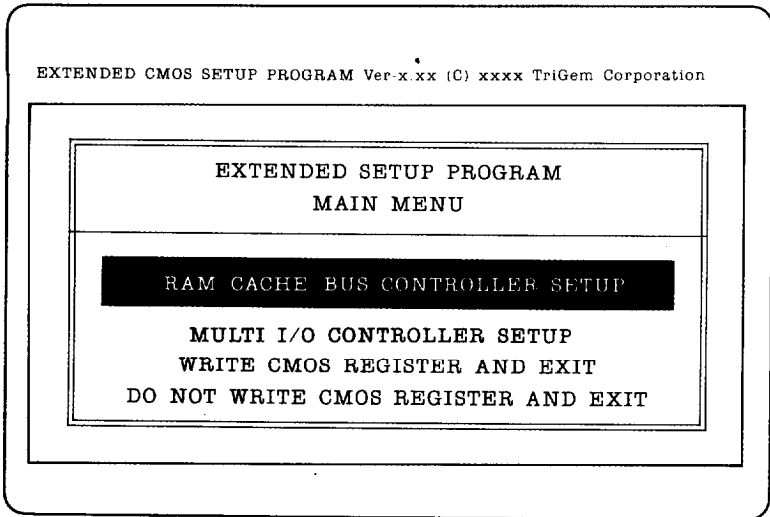
Extended CMOS SETUP

The Extended CMOS Setup program can be used to program the Chipset Extended CMOS with user defined values which will be used by the BIOS to program the Chipset registers during system boot up.

To enter the Extended CMOS SETUP program, set the reverse video cursor on the "RUN XCMOS SETUP" using Up and Down arrow key and press < ENTER > on the following message.

```
EXIT FOR BOOT
RUN CMOS SETUP
RUN XCMOS SETUP
```

The screen will be replaced by the following.



This is Extended CMOS Setup Menu screen. Extended CMOS Setup lets you select additional features of system for better performances.

RAM/CACHE/BUS CONTROLLER SETUP

You may select the option "RAM/CACHE/BUS CONTROLLER SETUP" by pressing < Enter > on the screen like above, then the next screen will appear like below.

SPEED/CACHE/SHADOW/RAM OPTIONS SETUP	
START-UP Speed	Low
Cache	Disabled
System BIOS Shadow	Disabled
Video BIOS Shadow	Disabled
Remap 256K RAM	Disabled

Select Next Entry - ←↑→↓ Scroll the selection - PgUp/PgDn Exit to Main Menu - <Esc>	System Speed Status After reboot, System will run at LOW Speed
---	--

This screen is the system performance setup. This lists the parameters you can change with Extended Setup program. A solid cursor bar highlights the parameters currently available to be changed. You can use the following key conventions.

- ←↑→↓ : Moves the selection bar
- < PgUp/PgDn > : Scrolls available settings
- < Esc > : Exit to Main Menu

Start-up Speed

This parameter lets you select the speed of the system at boot time. After boot, you may change the system speed through keyboard or BIOS service INT 15H call.

Cache

If the Cache Memory option is not what you want, use the < PgUp > or < PgDn > key to change the option value. The options are:

- Enabled : The memory cache is enabled. This is the recommended option. You can operate your work more rapidly and efficiently with this system using cache memory.
- Disabled : The memory cache is disabled. This is the lower-performance option. You should select it only if your programs have difficulty running with the cache enabled.

System BIOS Shadow

System BIOS Shadow Option copies BIOS from ROM to RAM. By enabling this option, BIOS service will be accessed from RAM which is faster than accessing from ROM.

Video BIOS Shadow

Video BIOS shadow option copies video BIOS from ROM to RAM. By enabling this option Video BIOS services will be accessed from RAM which is faster than accessing from ROM.

Remap 256K RAM

Remap 256K RAM option copies 256K from ROM to RAM. You can use Extended memory more sufficiently by enabling this option.

MULTI I/O CONTROLLER SETUP

Set the reverse video cursor on the "MULTI I/O CONTROLLER SETUP" of the Extended SETUP Main menu using Up and Down arrow key and press < ENTER > . The screen will be replaced by the following.

EXTENDED CMOS SETUP PROGRAM Ver-x.xx (C) xxxx TriGem Corporation

SERIAL/PARALLEL PORT AND HARD DISK CONTROLLER SETUP

Serial Port #1	:	COM1
Serial Port #2	:	COM2
Parallel Port	:	LPT1
Hard Disk Controller	:	Enabled

Select Next Entry - ←↑→↓ Scroll the selection - PgUp/PgDn Exit to Main Menu - <Esc>	Serial Port #1 Status. Enable as COM1 at 3F8H I/O Address
---	---

This screen is the system communication setup. This lists the parameters you can change with EXTENDED SETUP program. A solid cursor bar highlights the parameters currently available to be changed.

Serial Port #1

If you'd like to use the on board serial port 1 for COM 1, set this option "COM 1".

But, when you install the external card to use another serial port, you should select "Disable" on this option to disable the on board serial port.

Serial Port #2

Set this parameter to "COM2" when you use serial port #2 for "COM2". You should also disable this option when you install the external card to use another serial port for COM2.

Parallel Port

If you use on board parallel port, select LPT1 for this parameter. However if you want to use another parallel port using external I/O card, you should disable this option.

Hard Disk Controller

The system has on board IDE type HDC. If you'd like to use another type of HDC (for example, SCSI, or ESDI etc.), disable this option and install your HDC Card to the expansion slot.

Leaving the Extended CMOS Setup

When you'd like to exit the Extended CMOS setup program, you can select one of two exit methods.

If you have completed the changes and made sure the current settings, set the reverse video cursor on "WRITE CMOS REGISTERS AND EXIT" exist on the Extended Setup Main menu and press < Enter >. But in any case, when you don't want to accept the changes, select "DO NOT WRITE CMOS REGISTER AND EXIT" on the Main menu.

After you exit the Extended setup program, you may see the following message.

Stand by while system is rebooting...

Then, your computer will run through the self test diagnostics again and try to read a diskette in the first floppy disk drive.

Chapter 3

Using Your Computer

This chapter covers the following basic procedure for using your computer:

- ❑ Changing the operating speed
- ❑ Using special keys on the keyboard
- ❑ Stopping a command or program
- ❑ Using disks and disk drives.

Changing the Operating Speed

Your computer can operate two speeds: if you have TriGem 386X, the system can operate 25MHz or 8MHz, and if your system is TriGem 386XE, it can operate 33MHz or 8MHz.

At 25MHz or 33MHz, the computer performs all tasks faster, and almost all programs may be run at 25MHz or 33MHz. However, some option cards and application programs require the lower speed. See your option card or application program manual to make sure that you can use the higher speed before selecting it.

Keyboard Method

The following keystroke sequences can be used to set the processor clock speed.

- Ctrl-Alt- < - > Hold down the <Ctrl> and <Alt> keys and press < - > on the numeric keypad to place the system in low speed mode.

- Ctrl-Alt- < + > Hold down the < Ctrl > and < Alt > keys and press < + > on the numeric keypad to place the system in high speed mode.

Changing the operating speed may be performed with the TriGem Utility TGSS.COM. This program is located on the MS-DOS diskette supplied with the system. You can find the detailed description of TGSS.COM in your MS-DOS User's Guide.

Special Keys on your Keyboard

Certain keys on your keyboard serve special functions when your computer is running programs. The illustration below shows the TriGem keyboard, and the table that follows describes the special keys.

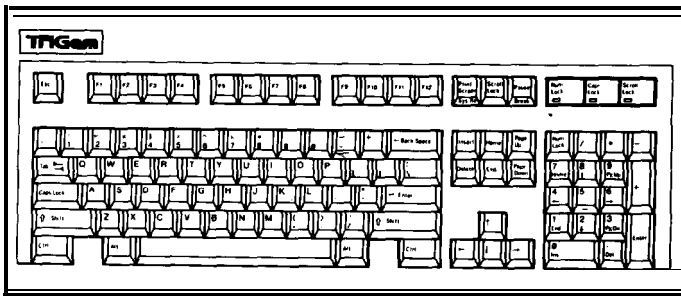


Figure 3-1. Keyboard (101 key)

Key	Purpose
F1-F12	Perform special functions within application program (Some keys also function with MS-DOS. See your MS-DOS Reference Manual for more information.)
Tab	Moves the cursor one table to the right in normal mode (and one tab the left in shift mode when using some application programs.)
Ctrl	Works with other key to perform special (control) function, such as editing operations.
Shift	Produces uppercase characters or the top symbols on the keys when used with the main character keys. Produces lowercase characters when Caps Lock is on.
Alt	Works with other keys to enter alternate character codes or functions.
Backspace (←)	Moves the cursor back one space, deleting the character to the left of the cursor
Enter	Ends a line of keyboard input or executes a command (may be called the Return key In some application program manuals).
Caps Lock	Changes the letter keys from lower-to uppercase; changes back to lowercase when pressed again. The numeric/symbol keys on the top row of the keyboard are not affected.
Esc	Cancels the current command line or operation in MS-DOS. Esc can also have special uses in application programs.
Num Lock	Changes the function of the keys on the numeric/cursor keypad from numeric entry to cursor positioning; changes back when pressed again.
Scroll Lock	Controls scrolling in some application programs.
Break	When pressed with the Ctrl key (hold down Ctrl and press Break), sends a break signal to the computer to terminate the current operation.

Key	Purpose
Sys Req	Produces the system request function in certain applications.
PrtSc	Prints the screen display on a dot-matrix printer
Home, End, PgUp, PgDn ← ↑ → ↓	Control cursor location in some applications, such as word processors, game programs, and spreadsheets.
Ins	Turns the insert function on and off in some application programs.
Del	Deletes the character at the cursor position

The Num Lock, Scroll Lock, and Caps Lock keys work as toggles; press the key once to turn on a function and again to turn it off. When the function is enabled, the corresponding light on the top right corner of the keyboard is on. When the function is disabled, the light is off.

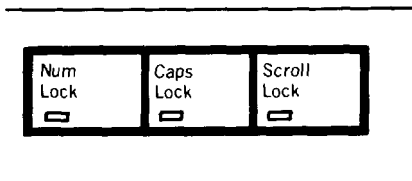


Figure 3-2. Keyboard LED

Stopping a Command or Program

You may sometimes need to stop a command or program while it is running. Many application programs provide a command you can use to stop or even cancel (undo) an operation. If you have entered an MS-DOS command that you want to stop, try one of the following commands:

- Hold down the Ctrl key and press C
- Hold down the Ctrl key and press Break

These methods may also work in your application program. If you cannot stop a particular operation, however, you may need to reset the computer, as described in the following section.

Caution

It is best not to run off the computer to stop a program or command. If you have created new data that you have not yet stored, it will be erased if you turn off the computer. Your computer stores data in its memory until you save it; but the memory area is erased each time you turn off or reset the computer.

Using Disks and Disk Drives

The disk drives in your computer allow you to store data on disk and retrieve it when you want it.

This section explains how disks work and tells you how to do the following:

- Choose diskettes

- Care for your diskettes and diskette drives
- Insert and remove diskettes
- Write-protect diskettes
- Make backup copies of your diskettes
- Use a single diskette drive
- Use a hard disk drive

How Disks Store Data

The diskette you insert in your computer's diskette drive is made of flexible plastic, coated with magnetic material. It is enclosed in a square jacket. Your computer stores data on the diskette by recording on the magnetic surface.

Unlike a diskette, a hard disk is rigid and fixed in place. It is sealed in a protective case to keep it free from dust and dirt. A hard disk stores data the same way that a diskette does, but it works faster and has much larger storage capacity.

All disks are divided into data storage compartments by sides, tracks, and sectors. Double-sided diskettes — like the ones you use in your computer — store data on both sides. On your disk there are concentric rings, called tracks, in which a disk can store data. Double-density diskettes (such as 360KB diskettes) have 40 tracks, and highdensity diskettes (such as 1.2MB or 1.44MB diskettes) have 80 tracks. But 720KB double density diskette has 80 tracks.

A hard disk consists of two or more magnetically-coated platters stacked on top of one another, so it has four or more sides with many more tracks than a diskette.

A disk is further divided by sectors. To understand what a sector is, picture the spokes on a bicycle wheel radiating from the center of the wheel to the tire. The space between one spoke and the next is like a sector on a diskette. (See the figure below.) Each track on a 1.2MB diskette has 15 sectors, and each sector holds 512 bytes.

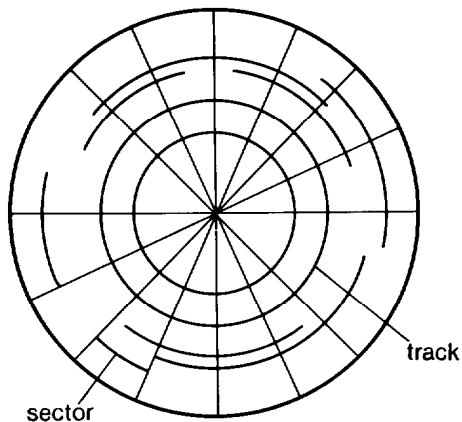


Figure 3-3. Sectors and Tracks

Your computer uses the read/write heads in a disk drive to store and retrieve data on a disk. There is one head above the diskette and one below, so the drive can write to both sides of the diskette. To write to a disk, the computer spins it in the drive to a position where one of the read/write heads can access the diskette through the read/write slot. The read/write slot on a diskette exposes the diskette's magnetic surface so the read/write head can write on the appropriate area.

Because data is stored magnetically, you can retrieve it, record over it, and erase it — just as you play, record, and erase music on a cassette tape.

Types of Diskette Drives

Your computer has at least one 1.2MB diskette drive. With this drive, use 5¼-inch, double-sided, high-density, 96 TPI, 1.2MB diskettes. These diskettes contain 80 tracks per side, 15 sectors per track, and hold up to 1.2MB of information, which is approximately 500 pages of text. You can also format these diskettes for 360KB – see your MS-DOS Reference Manual for more information.

In addition, you may have a diskette drive of a different type. The following list describes the types of optional diskette drives you can use in your computer and which diskettes you should use with them:

- ❑ 360KB drive – With this drive, use 5¼-inch, double-sided, double-density, 48 TPI (tracks per inch), 360KB diskettes. (You can also use single-sided, 160KB or 180KB diskettes). These diskettes contain 40 tracks per side, 8 or 9 sectors per track, and hold up to 360KB of information, which is approximately 150 pages of text. (With 8 sectors per track, a diskette holds up to 360KB.)
- ❑ 720KB drive – With this drive, use 3½-inch, double-sided, double-density, 135 TPI, 720KB diskettes. These diskettes contain 80 tracks per side, 9 sectors per track, and hold up to 720KB of information - approximately 300 pages of text.
- ❑ 1.44MB drive – With this drive, use 3½-inch, double-sided, high-density, 135 TPI, 1.44MB diskettes. These diskettes contain 80 tracks, per side, 18 sectors per track, and hold up to 1.44MB of information, which is approximately 600 pages of text.

If your computer has more than one type of these drives or if you use diskettes from other computers, you need to be aware of certain incompatibilities between the drives and the diskettes they use.

Note

You must format new diskettes before you can use them with an operating system. Formatting erases all the data on a diskette and prepares it to receive new data, so be sure to format only new blank diskettes or diskettes that contain data you want to erase. See Chapter 5 for instructions on formatting diskettes.

Drive and diskette incompatibilities

Because of the size difference, you cannot use 3½-inch diskettes in a 5¼-inch drive or vice versa. There are also certain limitations on using diskettes that are the same size as the drive but have different capacities. The following tables summarize the possibilities and limitations.

5¼-inch drive/diskette compatibility

Drive type	Diskette types it can read from and write to
360KB	180KB, or 360KB
1.2MB	180KB, 360KB, or 1.2MB

3½-inch drive/diskette compatibility

Drive type	Diskette types it can read from and write to
720KB	720KB
1.44MB	720KB, or 1.44MB

Warning

If you write to a 360KB (or 180KB) diskette while it is in a 1.2MB drive, you may not be able to read it or write to it in a 360KB drive later.

Because of these incompatibilities, you should indicate the density and diskette type when you label your diskettes. (Usually this information appears on the manufacturer's label.)

If you have any combination of the above drives (360KB, 1.2MB, 720KB, or 1.44MB), you can copy files from one drive to another - using the COPY or XCOPY command - as long as the correct diskette type is in each drive. You can use these commands to copy files between the hard disk and any type of diskette. You cannot use the DISKCOPY to copy from one drive to another if the two drives are not the same type.

Caring for Diskettes and Diskette Drives

Follow these basic precautions to protect your diskette and avoid losing data:

- ❑ Do not remove a diskette from the diskette drive or turn off the computer while the drive light is on. This light indicates that the computer is copying data to or from a diskette. If you interrupt this process, you can destroy data.
- ❑ Remove all diskettes before you turn off the computer.
- ❑ Keep diskettes away from dust and dirt. Small particles of dust or dirt can scratch the magnetic surface and destroy data. Dust can also ruin the read/write heads in a diskette drive.
- ❑ Never wipe, brush, or try to clean diskettes in any way.
- ❑ Keep diskettes in a moderate environment. They work best at normal room temperature and in normal humidity. Do not leave your diskettes sitting in the sun, or in extreme cold or heat.

- ❑ Keep diskettes away from magnetic fields. (Remember that diskettes store information magnetically.) There are many sources of magnetism in your home or office, such as electrical appliances, telephones, and loudspeakers.
- ❑ DO not place diskettes on top of your monitor or near an external disk drive.
- ❑ Never touch a diskette's magnetic surface. The oils on your fingertips can damage it. Always hold a diskette by its protective jacket. If you are using a 3½-inch diskette, do not slide the metal shutter; this exposes the diskette's surface.
- ❑ Do not place anything on top of your diskettes and be sure they do not get bent. A diskette does not rotate properly in the drive if it has been damaged.
- ❑ Carefully label your diskettes. Attach labels firmly but gently, and only along the top of a diskette (next to the manufacturer's label). Do not stick several labels on top of one another—too many labels can make it difficult to insert the diskette into the drive.
- ❑ It is best to write on the label before you attach it to the diskette. If you need to write on a label that is already on a diskette, use only a soft-tip pen, not a ballpoint pen or a pencil. Always indicate the storage capacity and density type on the label.
- ❑ Store diskettes in a proper location, such as a diskette container. Do not store diskettes flat or stack them on top of each other. When you are not using them, keep your diskettes in their protective envelopes.

Follow these additional precautions to protect your hard disk drive and its data:

- ❑ Never turn off the computer when the hard disk drive light is on. This light indicates that the computer is copying data to or from the hard disk. If you interrupt this process, you can lose data.
- ❑ Never attempt to open the hard disk drive. The disk itself is enclosed in a sealed container to protect it from dust.

Inserting and Removing Diskettes

To insert a diskette into the drive, hold it with the label facing up and the read/write slot leading into the drive, as shown below.

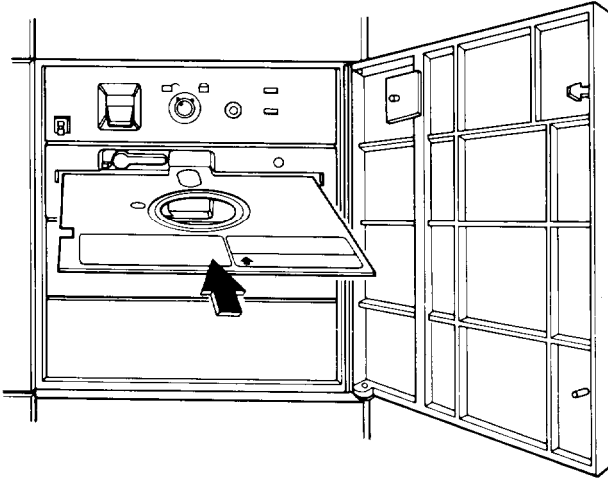


Figure 3-4. Inserting a Diskette (5 1/4")

Slide the diskette into the slot until it is all the way in. Then turn the drive latch down to lock it in a vertical position. This keeps the diskette in place and enables the read/write heads in the diskette drive to access the diskette.

If a diskette is in the drive but the latch is up (horizontal) and you enter a command for that drive, the computer cannot tell there is a diskette in the drive and displays an error message such as:

Not ready error reading drive A
Abort, Retry, Fail?

Close the latch and press R.

To remove the diskette, turn the drive latch up until it is horizontal and the edge of the diskette pops out. Carefully pull out the diskette, place it in its protective envelope, and store it in a proper location, such as a diskette container.

If you have an optional 3½-inch diskette drive, insert the diskette with the label facing up and the metal shutter leading into the drive, as shown below. Slide the diskette into the drive until it clicks into place.

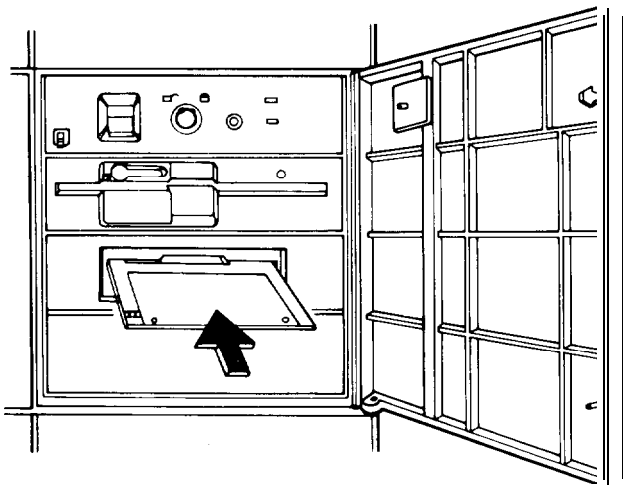


Figure 3-5. Inserting a Diskette (3½")

To remove a 3½-inch diskette, press the release button to release it. When the edge pops out of the drive, pull out the diskette and store it properly.

Warning

Never remove a diskette or turn off the computer while the drive indicator light is on. You could lose data. Also, be sure to remove all diskettes before you turn off the computer.

Write-protecting Diskettes

You can write-protect a diskette to prevent its data from being altered. When a diskette is write-protected, you can read it and copy data from it, but you cannot store new data on the diskette or delete any files it contains. If you try to change data stored on a write-protected diskette, MS-DOS displays an error message.

To write-protect a 5¼-inch diskette, cover the small, rectangular notch (shown below) with an adhesive write-protect tab. Write-protect tabs usually come with new 5¼-inch diskettes when you buy them.

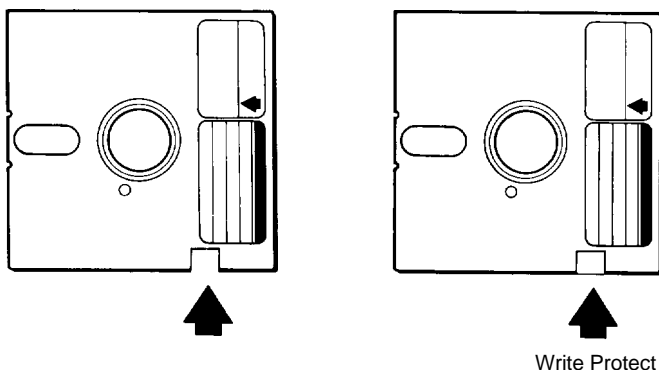


Figure 3-6. 5¼" Diskettes & Write-Protect Tab

Note

Some program diskettes, such as your MS-DOS diskettes, have no notch so they are permanently write-protected. This protects them from being accidentally erased or altered.

On a 3½-inch diskette, the write-protect device is a small switch on the lower-right corner on the back, shown below. To write-protect a 3½-inch diskette, slide the switch toward the edge of the diskette until it clicks into position, exposing a hole in the corner.

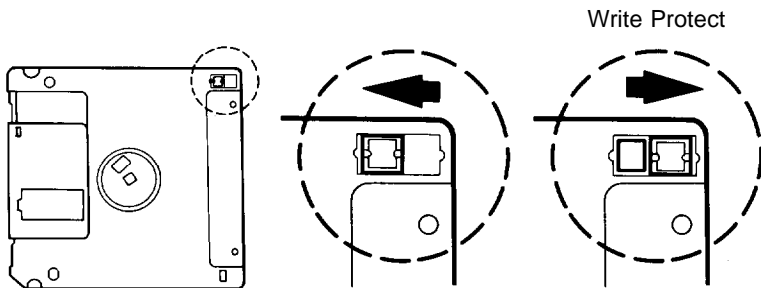


Figure 3-7. 3½" Diskette & Write-Protect SW

To remove the write protection, slide the switch toward the center of the diskette so the hole is covered.

Making Backup Copies

It is important to make copies of all your data and system diskettes. Copy all diskettes that contain programs, such as the original MS-DOS diskettes that come with your computer, and use only the copies. Store your original MS-DOS diskettes in a safe place away from your working copies. Backup your data diskettes regularly, whenever you revise them, to keep them up-to-date, and store them away from your originals.

Chapter 1 describes how to use DISKCOPY to copy your MS-DOS diskette. For more detailed information to make backups of other diskettes, refer to Chapter 4 “Using MS-DOS with your computer”.

It is best to put most of the programs and data files you use regularly on the hard disk. Keep backup copies of all your program files on diskettes, however, and regularly copy important data files to diskettes as well.

Using a Single Diskette Drive

The operating system expects the computer to have at least two diskette drives, and it displays prompts and messages accordingly. If the computer has only one diskette drive, MS-DOS treats the one drive like two logical drives. This helps you perform operations that normally require two diskette drives.

Usually, MS-DOS recognizes the first diskette drive (the top drive) as drive A and the second diskette drive as drive B. If you have only one diskette drive, MS-DOS recognizes it as both A and B.

For example, if you give a command to copy from A to B, MS-DOS copies data from the diskette you place in the single drive (A) to the computer’s memory. Then MS-DOS automatically prompts you to insert another diskette in the same drive, which it now identifies as drive B. It copies the data from memory to the new diskette. When the copying is complete, MS-DOS identifies the drive as drive A again, and you see a prompt to insert the original diskette into drive A.

You can load the operating system and application programs from the hard disk, create and store your data there, and use the diskette drive just for copying data to and from diskettes.

Note

If you only have one diskette drive and no hard disk, you need to use that drive to load the operating system as well as the application programs you are using. First load the operating system; this copies it into the computer's memory (RAM) so you do not need to leave the diskette in the drive. Then you can remove that diskette and insert the program diskette you want to use, and load that into memory too. See your application program manual for detailed instructions.

Using the Hard Disk Drive

You can create and revise files on a hard disk just as you can on a diskette. The hard disk, however, provides several advantages:

- ❑ The 20MB hard disk can store more data than 16x1.2MB diskettes and the 40MB hard disk can store twice as much.
- ❑ Your computer can perform all disk-related operations faster.
- ❑ You can store all your frequently used programs and data files on the hard disk, eliminating the inconvenience of inserting and removing diskettes to access different files.

The added storage capacity makes it easy to move back and forth between different programs and data files. However, because it is so easy to add programs and files to your hard disk, you may find yourself trying to organize hundreds of files.

MS-DOS lets you keep related files together in directories and subdirectories so they are easier to find and use.

Backing up hard disk files

While the hard disk is very reliable, it is essential to back up your hard disk files to diskettes in case you lose some data accidentally. Make copies of all your system and application program diskettes before copying the programs to the hard disk. After you create data files on the hard disk, be sure to copy them to diskettes whenever you revise them to keep your backup diskettes up-to-date.

You can see the more detailed information of backing up hard disk files on the Chapter 6.

Preparing the hard disk for moving

Before you move the computer, you need to secure the read/write heads inside the hard disk drive. Securing the read/write heads moves them to a region of the disk surface that does not contain data, and locks them in position. This prevents the disk from being damaged if it is bumped accidentally.

To secure the read/write heads for moving, run the TGSHIP program.

Follow these steps to run TGSHIP:

1. Exit any program you are using so the MS-DOS command prompt is on the screen.
2. Insert the MS-DOS diskette in drive A.
3. Type the following and press Enter:

```
A:TGSHIP
```

You see a message on the screen that tells you the disk drive's read/write heads will remain locked until you reset the computer or turn the power off and on again. The computer locks the heads and disables the keyboard. You can now turn off the computer and prepare to move it to the new location.

The TGSCHIP command should be run whenever you are going to move the main system unit. This command moves the read/write heads inside the hard disk drive to a "safety zone," where they won't accidentally scratch the surface of the drive platters. TGSCHIP.COM is a special DOS command file included with your system. You should copy this file into the root directory of your hard disk drive.

See MS-DOS reference manual for more information of TGSCHIP command.

Using MS-DOS With Your Computer

Once you have your computer system “up-and-running,” you may begin to work with MS-DOS.

Virtually all application software available for IBM PC/XT and PC/AT-compatible computer systems runs “under” MS-DOS. Therefore, in order to use these programs, you need to learn how to use MS-DOS. This chapter will give you a basic understanding of MS-DOS and provide you with the basic tools you need run application software on your computer system. For more detailed explanation of the MS-DOS operating system, see your MS-DOS USER’S GUIDE.

MS-DOS is an acronym for Microsoft Disk Operating System. The disk operating system is a collection of programs that allow you to control all the elements of your computer. When booting up, the MS-DOS command file is copied from the MS-DOS main disk into your computer’s memory. From there, it controls the rest of the system.

During a normal operating session, you will want your computer system to boot up in MS-DOS. Before that can happen, however, you may need to install MS-DOS on your system.

If your system does not have a hard disk system, you must perform the installation routine to configure MS-DOS for floppy disk-based operation.

If you do have a hard disk drive, but MS-DOS has not been installed you must perform the installation routine to configure MS-DOS for use on the hard disk system.

For complete instructions on installing MS-DOS, see your MS-DOS User's manual.

Inserting Diskettes

Your MS-DOS software package contains of the following items:

- One MS-DOS Install Diskettes
- One MS-DOS Select Diskette
- Three MS-DOS Operating Diskettes
- One MS-DOS Shell Diskette
- The MS-DOS User's Guide & User's Reference
- The MS-DOS Shell User's Guide

Begin the installation procedure by placing the MS-DOS Install diskette in the A drive and turning your computer on.

Disk Drive Letters

The various disk drives on your computer are assigned letters. As you work with MS-DOS, you will see that these letters are used to identify which drive is to be used at any given time.

The microcomputer industry has standardized the use of letter identification for MS-DOS-type machines as follows:

- The first floppy disk drive is referred to as the "A:" drive.
- The second floppy disk drive is referred to as the "B:" drive.

- The first hard disk drive is referred to as the "C:" drive.

Note

For information on reassigning disk drive letters, refer to sections regarding the ASSIGN command in your MS-DOS USERS GUIDE.

To insert a diskette into the drive:

- Open the drive door.
- If you haven't already done so, remove the protective cardboard insert from the drive.
- Gently insert the diskette into the drive entry slot with its label facing up, and the write protect notch to the left.
- When the diskette is all the way in, close the drive door by turning the door latch handle down.

Caution!

If any resistance is felt when closing the drive door, stop and reinsert the diskette.

To remove a diskette from a floppy disk drive:

- Be sure the drive indicator light is off

Caution!

It is very important that you never remove a diskette from an active drive. Doing so can destroy the information on the diskette. If the computer system is "locked-up" with the drive indicator light on, RESET the computer before removing the diskette.

- ❑ Turn the door latch to open the drive.
- ❑ Remove the diskette and insert it into its protective envelope.

Starting MS-DOS

To start MS-DOS 4.01 on a floppy disk-based system (that is, on without a hard disk drive), follow these steps given below. For a detailed description of how to start MS-DOS 4.01, consult the Getting Started section in your MS-DOS 4.01 User's Guide.

- ❑ Remove the MS-DOS Install diskette from its protective envelope and insert it into the A drive.
- ❑ Close the disk door and turn your computer on.
- ❑ Remove the Install disk and insert the Select disk.
- ❑ Press ENTER.
- ❑ Remove the Select disk and insert the Install disk.
- ❑ Press ENTER.

The Welcome screen appears. This screen contains information about the number of disks required to install the operating system.

- ❑ Press ENTER

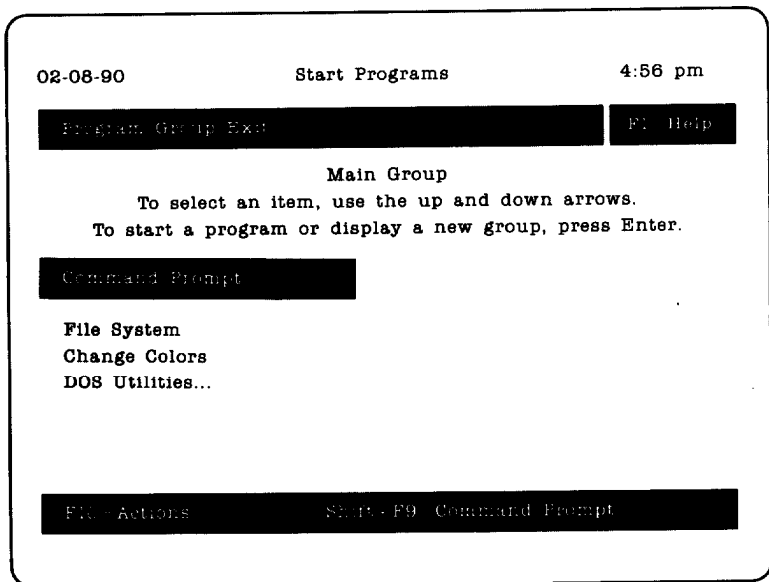
The Introduction screen appears. This screen contains information about the function keys used to run the Select program.

□ Press ENTER

The first screen of the Select program appears. For more information about the Select program, consult the Getting Started section in your MS-DOS 4.01 User's Guide.

If your computer has a hard disk drive, and MS-DOS has been installed, simply turn your system on. Your computer will perform its self-test diagnostics and display the DOS Shell menu screen.

Notice that the words "Command Prompt" are highlighted by a solid bar. This is a DOS Shell option that allows you to work directly with MS-DOS.



Your computer system is now "running under DOS." For now, press ENTER to run the Command Prompt option.

System Prompt

After you press the ENTER key to either accept the time shown or enter a new one, MS-DOS will show a new prompt on the monitor:

```
Microsoft (R) MS-DOS (R) Version X.XX
                (C) Copyright Microsoft Corp 19XX-19XX

A >
```

This is the system prompt. When it is displayed, it means that MS-DOS is waiting for you to tell it what to do. This is done by typing a DOS command, then pressing the ENTER key.

Cursor

Following the system prompt, you will see a blinking underline (_) character.

This is the “cursor.” The cursor shows you where the next character you type will appear on the screen. As you can see here, any command you type will appear immediately to the right of the system prompt and on the same line. Application software often uses the cursor as well, allowing you to use the cursor control keys to move the cursor around on the screen.

MS-DOS Commands

DOS commands instruct your computer to perform tasks such as display a disk directory, copy a file, delete a program, etc.

These are called internal commands and can be used anytime after the system has loaded MS-DOS into memory. They do not require the MS-DOS main system diskette to function.

More complex DOS commands are actually separate programs that provide powerful features for your computer. These are called external commands, and perform such tasks as formatting a diskette, comparing files on different disks, backing up a hard disk, etc. These commands require one or more of the MS-DOS diskettes.

Hard disk system user's can run any DOS command without diskettes because the programs are stored on the hard disk drive.

Case Sensitivity

MS-DOS does not differentiate between upper and lower case letters in commands and filenames. This manual will show commands in upper case for clarity, but you may enter them either way. For example, both of these commands will generate a directory listing of a diskette:

```
A > DIR
```

and

```
A > dir
```

Function Keys and MS-DOS

As mentioned earlier, MS-DOS uses several of your keyboard's function keys to provide you with shortcuts. When you press

the ENTER key after typing a command, MS-DOS copies the command into a “buffer” memory. By using the function keys, you can edit and reuse the command without having to retype the entire line.

- F1 key

Copies one character at a time from the buffer to the command line

- F2 key

Copies the entire buffer up to the next character you type

- F3 key

Copies the entire buffer to the command line

- F4 key

The opposite of F2, deletes all characters from the buffer up to, but not including, the next character you type

- F5 key

Moves the current line you are typing into the buffer without ENTERing it

- F6 key

Places an “end-of-file” marker when you copy from the monitor to a disk file

- ESC key

Cancel the current command line without changing the buffer

- INS key

Inserts characters into the command line as you copy characters from the buffer

- DEL key

Deletes characters from the buffer

BACKSPACE Key

From time to time, you may make a typing error. This is not usually a problem if you correct the error before you ENTER the command. You can use the BACKSPACE key for this purpose.

Note

Occasionally, you might happen to enter the wrong command by mistake. If this incorrect command will result in the loss of data, MS-DOS will usually warn you, and give you a chance to change your mind.

The BACKSPACE key on your keyboard works just like a backspace key on a regular typewriter: it moves the cursor back one position. In addition, however, it erases the last character typed. Press the BACKSPACE key as many times as necessary to erase the typing mistake, then type out the command correctly. For instance, type the following (but do not press ENTER):

```
A>DRI
```

Press the BACKSPACE key twice to erase the I and the R.

Retype:

```
A > DIR
```

Then press the ENTER key. Your computer will respond by producing the directory of the disk in the A drive. Now type this:

```
A > DRI
```

Then press the ENTER key. Your computer will respond:

```
Bad command or filename  
A >
```

Default Drive

MS-DOS will only look at one disk drive at a time. Normally, this is the “default” drive. You can tell which disk drive is the current default drive by looking at the system prompt.

For example:

```
A >
```

indicates that the “A” drive is currently the default drive. Unless you specify otherwise, MS-DOS will direct any disk activity to the “A” floppy disk drive.

You can easily change the default drive with an internal DOS command. For instance, to change from the “A” drive (floppy disk), to the C drive (hard disk), enter:

```
A > C:
```

The computer will respond:

```
C>
```

As you can see, the system prompt has changed to show the new default drive letter.

Note

If the computer responds:

```
Invalid Drive Specification
```

it may mean that either there is no hard disk system installed, or your Hard disk drive has not been configured yet. See Chapter 6, "Using Your Hard Disk," for instructions.

From the A> prompt, try the command:

```
A> B:
```

The computer will respond:

```
Insert diskette for drive B: and strike any key when ready
```

Press ENTER after you insert the diskette into the drive, then the system prompt will be:

```
B>
```

If you have a dual floppy disk drive system, the second, or "B" drive is now the system default drive, as indicated by the new system prompt. If performed on a single drive computer system,

this command will still change the system prompt to B>, even though there is only one physical drive present.

The BIOS “pretends” there are two disk drives present. It routes all commands intended for the B drive back to the A drive.

This feature is intended to allow owners of single drive systems to use application software designed for dual drive systems.

Copying Your MS-DOS Diskettes

The first important task you must complete with your new system is to make a “backup” copy of your MS-DOS diskettes. To do this, you will need seven blank diskettes. It is a good idea to prepare seven diskette labels at this time. Write the following on those diskette labels, using a felt tipped pen:

MS-DOS MAIN SYSTEM DISKETTE
BACKUP COPY (Version #)

Write down the MS-DOS version number on each diskette labels. This will avoid confusion later if you upgrade your operating system to a new version. As you finish copying and checking each MS-DOS master diskette, peel the correct label off of the backing paper and place it on the upper left-hand side of the front face of the new diskette.

The following procedures will show you how to make backup copies of your MS-DOS master diskettes on both single and dualdrive systems.

Copying on Single Drive Systems

MS-DOS uses the external command DISKCOPY to copy entire diskettes. DISKCOMP is used to compare the original and backup diskettes to ensure that the copy is accurate.

To copy your master diskettes, first turn your computer on and boot up MS-DOS. Choose the Command prompt option from the DOS shell menu. The system prompt will appear. Enter the following command:

```
A > DISKCOPY
```

The following message will be displayed:

```
Insert SOURCE diskette in drive A:  
  
Press any key to continue...
```

The "SOURCE" diskette is the disk that you will be copying from. Insert the MS-DOS master diskette into the A drive.

Press any key, such as the SPACEBAR. The floppy disk drive will be activated, and your computer will display:

```
Copying xx tracks  
x Sectors/Track, x Side(s)
```

The contents of the disk are being read into your computer's memory. After a few moments, the following message will appear:

Insert TARGET diskette in drive A:

Press any key to continue...

When the drive indicator light goes out, remove the MS-DOS master diskette from the floppy disk drive. Insert a new, blank diskette into the drive. This is the "TARGET" diskette.

Caution!

Make sure the target diskette is blank. If there is any previous data on the diskette, it will be erased by the DISKCOPY routine.

Press the SPACEBAR key. The drive will turn on, indicating that the computer formatting the new diskette, then writing the copied information onto it. After a few moments, the drive will turn off, and the system will display:

Copy another diskette (Y/N)?

For now, type N. The system prompt will reappear. To compare the backup diskette with the original, you will use the DISKCOMP command. Enter the command at the system prompt:

A > DISKCOMP

The computer will respond:

Insert FIRST diskette in drive A:

Press any key to continue...

Remove the backup diskette from the drive, and put it in its protective jacket. Set it aside for a moment, making sure that you don't mix it up with the second blank diskette. Put the original "master" MS-DOS main system diskette back into the floppy disk drive, then press the SPACEBAR key. As with the DISKCOPY command, your computer will read the entire contents of the diskette into system memory, and will display:

Comparing xx tracks

x Sectors per Track, x Side(s)

When the computer is finished reading, the drive will turn off, and the following message will appear:

Insert SECOND diskette in drive A:

Press any key to continue...

Remove the master MS-DOS diskette from the floppy disk drive, and put it in its protective envelope. Take out the backup copy diskette, insert it into the disk drive, and press the SPACEBAR key.

The computer will read the contents of the backup diskette, and compare them with the copy of the master diskette that it has stored in memory. If the information on the two diskettes is identical, the computer will respond:

Compare OK

Compare another diskette (Y/N)?

Type N to return to the system prompt.

If there is a problem with the backup diskette, or if you put the wrong diskette into the drive by mistake, the computer will respond:

**Compare error on
side x, track x**

If the computer shows compare errors, start the copying procedure over again at the beginning. The backup copy of the MS-DOS diskette must be identical to the original. After you have confirmed that the backup diskette is a good copy of the master MS-DOS diskette, you may put your master diskette away in a safe place. From now on, only use the master MS-DOS diskette to make copies. For all other purposes, use the backup copy of the MS-DOS diskette. By using the backup copy, you ensure that any accidental erasures can be replaced.

Copying on Dual Drive Systems

To make backup copies of your MS-DOS diskettes on a dualdrive system, follow the instructions below:

First, turn your computer on and boot up MS-DOS. Choose the Command Prompt option from the DOS shell menu. The system prompt will appear. Enter the following command:


```
A > DISKCOPY A: B:
```

This command indicates to MS-DOS that you want to copy the contents of a diskette in the A drive to a new diskette located in the B drive.

The following message will be displayed:

```
Insert SOURCE diskette in drive A:
```

```
Insert TARGET diskette in drive B:
```

```
Press any key to continue...
```

The "SOURCE" diskette is the disk that you will be copying from. The "TARGET" diskette is the one you will be copying to. Put your master MS-DOS diskette in the A drive, and a new, blank diskette in the B drive.

Warning!

If you have any doubts about which diskette goes in which drive check them carefully. Make sure that the write protect notch on the master MS-DOS diskette is covered with a write protect tab.

Close both drive doors. Press any key, such as the SPACE BAR. The A drive will be activated, and your computer will display:

```
Copying xx tracks  
x Sectors/Track, x Side(s)
```

The contents of the disk are being read into your computer's memory. After a few moments, the following message will appear:

```
Formatting while copying
```

```
Copy another diskette (Y/N)?
```

For now, type N. The system prompt will reappear. To compare the backup diskette with the original, you will use the DISKCOMP command. Enter the command at the system prompt:

```
A > DISKCOMP A: B:
```

The computer will respond:

```
Insert FIRST diskette in drive A:
```

```
Insert SECOND diskette in drive B:
```

```
Press any key when ready...
```

Since both diskettes are already in their correct locations, press the SPACE BAR key. While the comparisons are being made, the computer will display:

```
Comparing xx tracks
```

```
x Sectors per Track, x Side(s)
```

When the computer is finished comparing the diskettes, the drives will turn off, and the following message will appear:

Compare OK

Compare another diskette (Y/N)?

Type N to return to the system prompt.

If there is a problem with the backup diskette or if you put the wrong diskette into the drive by mistake, the computer will respond:

**Compare error on
side x, track x**

After you have confirmed that the backup diskette is a good copy of the master MS-DOS diskette, you may put your master diskette away in a safe place and put the label on the backup diskette. From now on, only use the master MS-DOS diskette to make copies. For all other purposes, use the backup copy of the MS-DOS diskette. By using the backup copy for everyday computing, and saving the master diskette, you ensure that any accidental erasures can be replaced.

From now on, when this manual refers to the “main system diskettes,” use the backup MS-DOS diskette.

FILES

In the same way that you can keep information grouped together in manila folders, MS-DOS organizes data into files. While you may store these folders in a cabinet, your computer stores these files on disks. Separating information into files allows you to work with that information more efficiently.

File Types

There are two basic file types:

- ❑ Program files
- ❑ Data files

Program files are files that perform a task. They manipulate the computer and data files in order to achieve a result. MS-DOS is a collection of program files, as are the control programs found in application software.

Data files are files that contain the information (data) used by program files. A file containing a list of names and addresses would be a data file.

The two types of files are closely related. Program files usually create data files. These may be the documents created by a word processor, the numerical array created by a spreadsheet, or some other collection of information.

A data file containing a written report can't do anything by itself. On the other hand, a word processor is useless without documents to work on.

Filenames and Extensions

Needless to say, each file on a disk must be uniquely identifiable. To achieve this, MS-DOS requires that you name every file you create, as you create it.

In order to be able to manipulate files easily, MS-DOS has certain rules that you must follow when naming files. As you will see, these rules leave you a great deal of freedom in your selection of filenames.

Each filename can be up to eight characters long. To this eight character name can be added an "extension." Extensions always begin with a period (.) which is followed by up to three characters.

The format for a valid MS-DOS filename is:

ABCDEFGHJKL

Most of the characters and symbols on your keyboard are available for use in filenames. These are:

- ❑ The letters A through Z
- ❑ The numbers 0 through 9
- ❑ The following symbols:
 - ! (exclamation point)
 - @ ("at" sign)
 - # (number sign)
 - \$ (dollar sign)
 - % (percent sign)

- & (ampersand)
- (and) (parenthesis)
- (minus sign or hyphen)
- [and] (brackets)
- (underline character)

The following are examples of allowable filenames:

JANUARY

CHAPTER.001

MEMO.APR

MAYSALES.%&\$

\$\$SALES.OCT

These filenames are valid because none of them are too long, and only legal characters have been used. The following are examples of illegal filenames, along with an explanation:

3RDQUARTER.SALES

This is too long. MS-DOS will accept this filename, but it will be shortened to fit the size limits. The altered filename would read 3RDQUART.SAL. As you can see, both the filename and its extension have been shortened to the legal length.

CHAPTER/4

The slash (/) is an illegal filename character. MS-DOS will reject the filename and ask for another.

NEW EMPL.LTR

This would be rejected by MS-DOS because of the space in the filename.

Certain filename extensions have been set aside so that MS-DOS can recognize program files. These are:

- ❑ COM (for COMMAND file)
- ❑ EXE (for EXECUTABLE file)
- ❑ BAT (for BATCH file)

Program files should always have one of these three filename extensions. Data files should never use these reserved extensions. They can, however, use any other extension.

Filename extensions are optional with data files, so you can leave them off entirely, if you want. Using filename extensions with data files allows you to have many different variations for a set of filenames. For instance, different chapters of a book might be named:

CHAPTER.001

CHAPTER.002

CHAPTER.003

and so on.

Like MS-DOS commands, filenames and extensions can be entered in either upper or lower case, but are always displayed on the screen in upper case. However, since MS-DOS converts lower case filenames into upper case, it is possible to inadvertently erase an existing file by saving a new file with a lower case name. To be safe, always make sure that you have given a unique name to each file on a disk.

Disk Directories

MS-DOS keeps track of the files stored on your disks by maintaining a "directory" on each disk. These directories are listings of the filenames and extensions, along with certain information about the files themselves, such as when the file was created or updated last.

The DIR Command

MS-DOS provides a simple command that allows you to look at the directory of any particular disk. This is the DIR command. Enter the command as follows:

```
A > DIR
```

The computer will display a listing similar to the following:

```
COMMAND  COM  XXXXX  X-XX-XX  XX:XXX
:         :     :         :         :
:         :     :         :         :
:         :     :         :         :
:         :     :         :         :
:         :     :         :         :
:         :     :         :         :
          XX File(s)      XXXXXX bytes free
```

```
A >
```

Some of the names and symbols may be different, but the screen should show these five columns, and a similar last line.

The information presented by the DIR command is as follows:

- The filename & extension
- The file size (in bytes)
- The date the file was created or last updated
- The time the file was created or last updated
- The number of files listed in the directory
- The number of unused bytes of space remaining on the disk

File Searches

You can also use the DIR command to search for specific files on a disk. To do this, enter the DIR command in the following format:

```
A > DIR (filename)
```

For instance, if you want to find the directory entry for a file named "MAYSALES.RPT" on the diskette in drive A, enter the command:

```
A > DIR MAYSALES.RPT
```

The computer will search the entire directory of the diskette for a file named MAYSALESRPT. If a file is found, it will appear as the only entry in the diskette's directory. If there is no MAYSALES.RPT file on the diskette, the computer will display:

```
Volume in drive A has no label
Directory of A:\

File not found

A >
```

Multiple Disk Drive Systems

The `DIR` command can be used to read the directories of other drives in your system, if any are installed. For instance, to read the directory of the B drive, when you are logged onto drive A, enter the command:

```
A > DIR B:
```

The computer will display the directory of the diskette inserted in the B drive. A similar command:

```
A > DIR C:
```

will cause the computer to display the directory of your hard disk.

Note that in both examples, the A drive remains the default drive. To change the default drive from A to B, and then display a directory listing, enter the command series:

```
A > B:
B > DIR
```

The computer will display the B drive diskette's directory, then remain logged to the B drive.

Wildcards

Quite often, when dealing with disk files, you may find yourself looking through directories for a particular file or group of files. MS-DOS has a way to help you sort out those files you want without having to read through the entire directory listing. This is through the use of "wildcard" characters. Wildcard characters are used to make a single command cover a number of similarly named files.

While MS-DOS provides several wildcard characters, the most one you will be using most often is the asterisk (*). The asterisk matches any number of sequential characters in a filename or extension.

For instance, to look at a listing of all the .EXE program files on your main system diskette, enter the command:

```
A > DIR *.EXE
```

This will produce a directory that looks like this:

```
APPEND  EXE  XXXX  X-XX-XX  XX:XXX
:       EXE  :    :      :
:       EXE  :    :      :
:       EXE  :    :      :
:       EXE  :    :      :

      XX File(s)      XXXXX bytes free
```

Application Software

Now that you know how to make backup copies of your diskettes and how to work with MS-DOS, you can proceed to use application software. Most software packages come with detailed instructions for their set-up and use. These instructions will often ask you to use the information in this chapter to find specific files in the disk directories, or back up the master diskettes provided with each package. Most software packages can be backed up simply by using the MS-DOS DISKCOPY command, as described above.

Description

Your computer works with a large electronic memory array called RAM. This stands for Random Access Memory. Your system's RAM is actually an array of electronic circuits. As long as the computer is powered up, this circuit array will "remember" whatever is placed in it. When you turn the power off, however, these circuits will "forget." Therefore, you need some way of retaining your programs and data after you turn the system off. The most usual way of storing data, at least on DOS-based computer systems, is on floppy disks.

Virtually all commercially available programs are distributed on floppy diskettes. Before you buy an application software package for your computer, you should make sure that it will run under MS-DOS. Products labeled "for IBM PC," "for IBM PC/AT," "PC-compatible," or "MS-DOS-compatible" should run properly. Products intended for other types of computer operating systems, such as CP/M or Apple, will not run on your system.

Note

If you should accidentally try to run CP/M or Apple software, your computer will inform you that you are using non-DOS diskettes. This will not damage your computer.

The most frequent use that you will have for diskettes is to save the data, text, files, etc. that you create. You will use diskettes to store your data between sessions on the computer, as well as to back up your valuable software.

How Floppy Disks Work

Floppy disks, or diskettes, are made from a flexible plastic that is coated with a magnetic oxide. The floppy disk drive encodes this oxide with the data generated by the computer. After you turn your system off, unlike electronic RAM, the encoded oxide retains this data. Your data can then be read by the floppy disk drive at a later time.

The magnetic oxide coating on the floppy disk will hold its encoded data almost indefinitely unless you deliberately erase it. This is done intentionally when you want to update the information stored on the diskette.

The plastic disk is safely protected by a thin cardboard jacket. The diskette spins inside this jacket, allowing the entire surface of the diskette to be scanned by the drive's circuitry. Data is read from or written onto the diskette through the oval-shaped slots in the jacket.

Normally, the computer will write new information onto the unused space on the diskette. If there is no unused space, your computer will inform you that the disk is full. You can instruct the computer to write over the information that is already on the diskette. You might do this to update an inventory file, or change an address and phone number in a database.

Caution!

Updating, or overwriting, data stored on a diskette will erase the old information. Under most circumstances you cannot get it back.

Formatting Diskettes

When you get a new carton of diskettes, they are not yet ready to be used. First, they must be prepared to accept data. This is called "formatting" the diskette.

MS-DOS uses the same formatting method regardless of the computer used. This is one of the keys to intermachine compatibility. Since all PC-compatible computers use MS-DOS, they can read all disks created by any other PC-compatible machine.

Note

MS-DOS formats disks with a different "pattern" than Apple-DOS or CP/M. This is why your computer system cannot read these "foreign" disks.

To see what happens when you attempt to use an unformatted disk, insert a new blank diskette into the A drive and close the drive door. Then enter the following command:

```
C> DIR A:
```

Since the new disk hasn't been formatted yet, your computer cannot read it. After failing three times, your computer will respond:

```
General Failure error reading drive A  
Abort, Retry, Failure?
```

If you type R (for Retry), the computer will attempt to read the diskette again, and will finally display the same message.

When you type A (for Abort), or F (for failure) the computer will automatically cancel the attempt and will return you to the C > prompt.

Remove the unformatted disk from the drive.

The FORMAT Command

MS-DOS provides an external command program called FORMAT.COM, that will format your blank diskettes. When running this program, there are options available that allow you to format several different types of diskette.

The following routines will show you how to use the FORMAT command. These procedures assume that you are formatting double-sided, highdensity, 1.2M-byte diskettes (AT-compatible). Information on formatting 180K-byte and 360K-byte diskette will be discussed under the /1 and /4 switch options below.

First, if you have a hard disk installed MS-DOS on your system, then enter:

```
C > FORMAT A:
```

The computer will load the FORMAT command file into system memory, then will respond:

```
Insert new diskette for drive A:  
and press ENTER when ready
```

Insert the new diskette to be formatted and press the ENTER key.

The computer will display:

```
XX Percent of disk formatted
```

The formatting process takes a minute or two. The computer will wait until the formatting process is complete, then display:

```
Format complete
```

```
Volume label (11 characters, ENTER for none)?
```

Press ENTER if you don't want to have a label of your disk. Then the screen will display the following message.

```
XXXXXXXX bytes total disk space
```

```
XXXXXXXX bytes available on disk
```

```
XXX bytes in each allocation unit
```

```
XXXXXX allocation units available on disk
```

```
Volume Serial Number is XXXX-XXXX
```

```
Format another (Y/N)?
```

Don't be concerned if the message displayed is slightly different from this example. Enter N to return to the system prompt.

The new disk is now formatted and is ready for use. Remove it from the disk drive and replace it in its protective envelope.

Option Switches

To format 180K-byte single-sided, single-density diskettes in the computer's high capacity disk drive, enter the **FORMAT** command using the **/1** and **/4** option switch:

```
C > FORMAT A:/1
```

The computer will proceed to format the diskette. Upon completion, you will see this message:

```
Format complete
```

```
Volume label (11 characters, ENTER for none)?
```

And the following screen will be appeared if you press **ENTER**. (If you want to have a volume label, type the characters and enter.)

```
XXXXXXXX bytes total disk space
```

```
XXXXXXXX bytes available on disk
```

```
XXX bytes in each allocation unit
```

```
XXXXXX allocation units available on disk
```

```
Volume Serial Number is XXXX-XXXX
```

```
Format another (Y/N)?
```

Enter **N** to return to the system prompt. Remove the diskette from the drive and place it in its protective envelope.

The /4 option switch is used to format 360K-byte double-sided, double-density diskettes in the computer's high capacity disk drive. To do this enter the command:

```
C > FORMAT A:/4
```

The computer will proceed to format the diskette. Upon completion, you will see this message:

```
Format complete
```

```
Volume label (11 characters, ENTER for none)?
```

Press ENTER not to have a label of your disk. Then the screen will display;

```
XXXXXXXX bytes total disk space  
XXXXXXXX bytes available on disk
```

```
    XXX bytes in each allocation unit  
    XXXXX allocation units available on disk
```

```
Volume Serial Number is XXXX-XXXX
```

```
Format another (Y/N)?
```

Enter N to return to the system prompt. Remove the diskette from the drive and place it in its protective envelope.

Caution!

360K-byte diskettes formatted on 1.2M-byte high density, AT-style drives may not be reliable when used on some 360K-byte, XT-style drives. The /4 option switch is primarily intended to permit the use of less expensive diskettes with AT-compatible systems like this one.

If you need to have diskettes that can be safely read from and written to by both styles of computer, you should format the lower capacity diskettes on the XT-compatible system where they will be used.

Formatting a diskette allows you to use it by providing predetermined locations for certain files used by MS-DOS. Once formatted, the disk directory space is created, as well as additional areas reserved for use by MS-DOS. One of these areas is the File Allocation Table, or FAT. This part of the diskette contains a list of all of the files on the disk, and where they are physically stored on the diskette.

The other area is the system area. On your MS-DOS main system diskette, this area is occupied by the parts of MS-DOS that are copied into your computer's memory during the start-up routine. During the start-up procedure, the BIOS program, stored on the system motherboard, looks at this part of the diskette to retrieve the active parts of the disk operating system.

If these MS-DOS routines are not present in the system area of a diskette, the BIOS cannot startup the computer. This is what causes the error message:

DRIVE NOT READY ERROR

Insert BOOT diskette A:

Press any key when ready

You normally boot the system up from the MS-DOS main system diskette. The DISKCOPY command copied these files when you created the backup copy of the master diskette. Sometimes, though, you may want to create a "boot disk" that doesn't have all of the external DOS commands on it. For instance, you may want to make an "autoboot" copy of an application software diskette.

To format a new diskette while placing the active MS-DOS routines in the system area, enter the following command at the system prompt:

```
C > FORMAT A:/S
```

The computer will load the FORMAT command file into system memory, then respond:

```
Insert, new diskette for drive A:  
and press ENTER when ready
```

Insert a new, blank diskette and press the enter key to start the formatting process. After the new diskette is formatted the active MS-DOS routines will be copied into its system area. When the copying is finished the computer will display:

```
Format complete  
  
Volume label (11 characters, ENTER for none)?
```

And the following screen will be appeared if you press ENTER. (If you want to have a volume label, type the characters and enter.)

```
XXXXXXX bytes total disk space  
XXXXXXX bytes available on disk
```

```
    XXX bytes in each allocation unit  
    XXXXX allocation units available on disk
```

```
Volume Serial Number is XXXX-XXXX
```

```
Format another (Y/N)?
```

Enter N to return to the system prompt. Then enter:

```
C > dir a:
```

The directory listing should appear similar to the following:

```
COMMAND COM XXXXX X-XX-XX X:XXX  
  1 File(s)  XXXXXXXX bytes free
```

Copying Files

If you have a dual drive system, it is easy to copy program and data files from one diskette to another. This involves the internal MS-DOS command, COPY.

Put the “source” diskette in drive A, and the “target” diskette in drive B. At this time, you may want to check the directories of both diskettes in order to make sure you will not overwrite a file on the target diskette with the same name as the one you want to copy.

Once you’re sure its safe to copy, enter the COPY command with the following format:

```
A> COPY A:(filename) B:
```

For example, to copy the file “MAYSALES.RPT” from drive A to drive B, enter the command.

```
A> COPY A:MAYSALES.RPT B:
```

When the copying process is done, the computer will display:

```
1 File(s) copied  
A >
```

You can also enter this command without the default drive letter, as:

```
A > COPY MAYSALES.RPT B:
```

When no drive letter is specified for the source drive, MS-DOS assumes that you want to copy a file from the default drive.

To perform the operation in reverse, that is, to copy from the B drive to the default drive, enter the command:

```
A > COPY B:MAYSALES.RPT
```

Note that this time, you were required to enter the source drive letter before the filename. This is because, in this example, drive B is not the default drive. However, since no drive letter was specified for the target drive, MS-DOS copied the file onto the default, or in this case, A drive.

It is also possible to copy a file between two disks when neither one is the default drive. For instance:

```
A > COPY C:MAYSALES.RPT B:
```

will copy the MAYSALES.RPT file from the hard disk onto a diskette 'in the B drive. This time, note that both source and target drive letters were used. This is because neither drive was the system default drive.

Wildcards

Copying files using wildcards in the filenames can be efficient, but it can also be dangerous. When using wildcards, always make sure you won't overwrite or erase another file. For example:

```
A > COPY *SALES.RPT B:
```


will copy all of the files ending in SALES.RPT to the B drive.
The command:

```
A >COPY MAYSAL.*B:
```

will copy all files about MAYSAL to the B drive.

A final example:

```
A>COPY *.* C:
```

will copy all of the files on a diskette in the A drive to the hard disk drive. This command is useful when backing up diskettes containing data files.

Chapter 6

Using Your Hard Disk

Depending on the model, your computer system can be expanded to include an optional hard disk drive. This chapter will give you a basic understanding of its operation and show you how to configure it. Information is also provided on how MS-DOS works with your hard disk drive.

What is a Hard Disk Drive?

As mentioned in Chapter 5, "Using Floppy Disks," your computer uses an electronic memory array called RAM. This memory is temporary and will only "remember" data as long as the system power is on. When you turn off your computer, any information stored in RAM is lost.

You have learned how to use floppy disks, or diskettes, to store data and program files between computing sessions. It is more convenient, however, to store your files on a hard disk drive. The main reason for this is the speed of the hard disk drive. Files are read off from the hard disk faster than from floppy diskettes. Also, using a hard disk reduces the amount of time spent inserting and removing diskettes from floppy disk drives.

A hard disk is very similar to a floppy disk. It is a plastic disk that has been coated with a magnetic oxide. A hard disk will store data indefinitely, until it is erased. Data is read from or written onto a hard disk in the exactly same way as with a floppy diskette.

There are differences between hard and floppy disks, though. First of all, a hard disk is "non-removable." Unlike a floppy diskette, which can be taken out of its drive, the hard disk is

permanently mounted inside the drive housing. Several hard disk platters are stacked vertically in the drive housing and sealed in a dustproof casing.

Second, a hard disk holds much more information than a diskette. The “high-capacity” diskettes used in your computer can only hold a little over one million bytes. The hard disk can hold up much more data than floppy disk.

Finally, as mentioned above, a hard disk is much faster than a floppy disk drive. The main reason for this is that the hard disk platters are rigid, allowing them to be rotated at a much higher rate than floppy diskettes, which have to move relatively slowly so as to avoid damage.

Care of Hard Disk Drives

As you can see, hard disk drives are very precise devices. This precision makes for a delicate mechanism. Even though your hard disk drive is built to withstand the rigors of shipping, it should be moved as little, and as gently, as possible. If you need to move your computer system a short distance, be careful not to drop or bump it. For greater protection, if you need to transport the computer in a car, or ship it by truck or plane, pack your system in its original shipping boxes.

The TGSHP command should be run whenever you are going to move the main system unit. This command moves the read/write heads inside the hard disk drive to a “safety zone,” where they won’t accidentally scratch the surface of the drive platters. TGSHP.COM is a special DOS command file included with your system. You should copy this file into the root directory of your hard disk drive. For information on hard disk directory structures, see the “Organizing Your Hard Disk” section of this chapter.

Preparing Your Hard Disk

This section assumes that you have a hard disk drive system physically installed in your main system unit. If you haven't installed your hard disk drive yet, see Chapter 7, "Expanding Your System," for information how to do this.

To begin, boot up your system using your MS-DOS as explained in Chapter 4, "Using MS-DOS." After setting the date and time, enter this command:

```
A>C:
```

If the computer responds with:

```
C >
```

enter:

```
C > DIR
```

If a directory listing is displayed, even if there are no files shown, it means that your hard disk system has already been partitioned and formatted. You will see the COMMAND.COM file at the top of the directory listing if the MS-DOS active routines have been loaded onto the hard disk. If your hard disk has been partitioned and formatted, skip this section on installing your hard disk.

If the computer responded to the A > C: command with:

```
Invalid drive specification
```

it means that MS-DOS can't "find" the hard disk drive. This is either because the drive controller board has been incorrectly set up, or more likely, the hard disk drive has not yet been partitioned.

If the computer correctly executed the C: command, but failed to display a directory, it probably means that the hard disk has been partitioned, but not yet formatted. The next sections describe how to partition and format your hard disk system.

Changing Your SETUP

Before you can partition and format your hard disk, you have to let your computer know that you have one. This is done with the SETUP program. Once you have determined that your hard disk is "clean," that is to say neither partitioned nor formatted, you should enter the SETUP program.

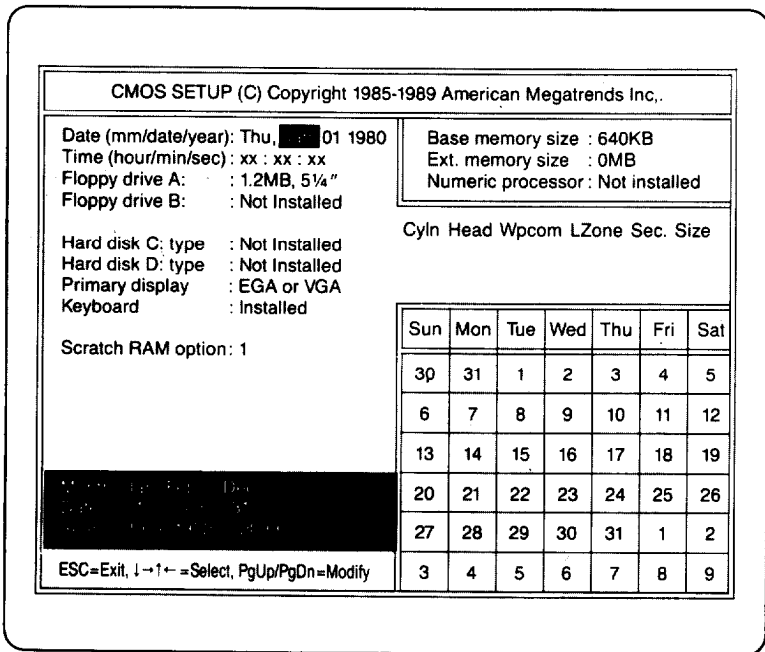
Note

If you are not familiar with the SETUP program, take a moment to review the information in Chapter 2, "Running the Setup Program"

Turn your computer on. When you see the following message,

Press if you want to run SETUP/EXTD-SET

Press < DEL > key. Move the cursor to the RUN SETUP option and press Enter. The system displays the Setup Menu. For now, look at the information on the left side of the screen.



Move the screen cursor bar down to the Hard Disk C parameter. Using the PgUp and PgDn keys, scroll through the options to the disk type number matched with the hard disk you have. If you select the type number 17 for 41MB hard disk, it provides the following information under the right hand headings:

Cyl	Hd	Pre	LZ	Sec	Size
977	5	300	977	17	41MB

This should match the information provided with your hard disk drive. Other hard disk drives may require a different disk type number. See the instructions provided with your hard disk drive or call your dealer for assistance. After verifying the hard disk drive type number, press the ESC key.

The computer responds with:

```
Write data into CMOS and exit (Y/N)?
```

Press Y. The computer will update the information in its configuration RAM, and will go through the start-up routine again. Make sure MS-DOS is installed on floppy disk or hard disk of your system, so the system will boot up in MS-DOS.

Note

Your system has an on board IDE type HDC and if you want to install the another type of HDD except IDE, you must disable the on board IDE HDC using the Extended Setup Program. See Chapter 2 for the detailed information of it.

Partitioning Your Hard Disk

After the DOS Shell screen appears, select the Command Prompt option. At this point your are ready to partition your hard disk drive.

To do this, enter the command:

```
A > FDISK
```

After loading the FDISK program, the computer will display information on the hard disk drive installed in the system, as follows:

MS-DOS Version x.xx
Fixed Disk Setup Program
(C) Copyright Microsoft Corp. 19xx, 19xx

FDISK Options

Current fixed disk drive: 1

Choose one of the following:

1. Create DOS Partition or Logical DOS Drive
2. Set active partition
3. Delete DOS Partition or Logical DOS Drive
4. Display Partition information
5. Select Next fixed disk drive

Enter choice: [1]

Press ESC to exit FDISK

Note

If you only have one hard disk drive, option 5 will not be displayed.

Press ENTER to choose the default selection, "Create a DOS Partition." The FDISK menu will disappear, and be replaced by:

Create DOS Partition or Logical DOS Drive

Current fixed disk drive: 1

Choose one of the following:

1. Create Primary DOS Partition
2. Create Extended DOS Partition
3. Create Logical DOS Drive(e) in the Extended DOS partition

Enter choice: [1]

Press ESC to return to FDISK options

To create a single MS-DOS partition for your entire hard disk drive, select the default option (#1) by pressing ENTER. The Create Primary DOS partition menu appears next:

Create Primary DOS partition

Current Fixed Disk Drive: 1

Do you wish to use the maximum size for a DOS partition and make the DOS partition active (Y/N)? (Y)

Press ESC to return to Fdisk Options

To reserve the entire hard disk for MS-DOS, press the ENTER. FDISK now displays the following message:

System will now restart

Insert DOS diskette in drive A:
Press any key when ready...

It is common to use FDISK to create an MS-DOS partition that takes up the entire hard disk drive and then make that partition bootable. Now that you have completed these tasks, you can restart your system using your MS-DOS Install diskette.

Note

For information on the remaining FDISK menu selections, see your MS-DOS User's Guide.

Make sure the MS-DOS install diskette is in the A drive, then press the ENTER key. Your system will now reboot. It does this to update the new partition information in its configuration RAM. You may now format your hard disk, and load the MS-DOS system files onto it.

Formatting Your Hard Disk

Now that your hard disk is partitioned, you need format it.

Note

If your hard disk drive has already been partitioned for MS-DOS, it may have been formatted at the same time. Use the DIR command to check the contents of the drive. If your hard disk is formatted, there may be files stored on it that you will need. Skip this section on formatting and proceed to the next section, "Organizing Your Hard Disk."

If your hard disk needs to be formatted, begin by selecting the Command Prompt option from the DOS shell. Enter the following command:

```
A > FORMAT C:/S/V
```

The floppy disk drive indicator will come on for a few seconds, while the FORMAT command is into memory. When the light goes out, the computer will display:

```
WARNING, ALL DATA ON NON-REMOVABLE DISK  
DRIVE C: WILL BE LOST!  
Proceed with Format (Y/N)?
```

You should already have made sure that there is no information stored on the hard disk that you want to save. Press Y to begin formatting. The formatting process takes several minutes. When it is completed, the system will display:

```
Formatting
System transferred

Volume label (11 characters, ENTER for none)?
```

Here, your computer is asking you to name your hard disk drive. This is a result of the /V switch used with the FORMAT command. A disk label can be useful when sorting directories, so you may want to enter one now.

A volume label can use up to eleven characters. See Chapter 4, "Using MS-DOS," for a list of valid label characters. When you have entered the drive label, your computer will respond:

```
XXXXXXXXXX bytes total disk space
      XXXXXX bytes used by system
XXXXXXXXXX bytes available on disk
```

The /S switch in the FORMAT command caused the active portions of MS-DOS to be loaded onto the system area of the hard disk. At this point you can boot the system from the hard disk.

Organizing Your Hard Disk

This section provides you with a sample directory structure for use with your hard disk. It will provide step-by-step instructions that will create several files and subdirectories.

First, make sure your hard disk is formatted, and that the active MS-DOS routines have been loaded into the system area of your hard disk. The easiest way to check this is to boot the system from the hard disk. Make sure that floppy drive A is empty and turn your computer on. After going through the start-up diagnostic routines, the computer will look at the A drive to find the MS-DOS install diskette. Since the drive is empty, it will then look at the hard disk drive. If the hard disk drive is installed and formatted correctly, the system will boot up and display MS-DOS shell screen.

If your system does not boot up from the hard disk, refer to the previous section, "Formatting Your Hard Disk" for instructions.

Assuming MS-DOS has booted correctly from the hard disk, select the Command Prompt option from the DOS Shell menu. When you see the system prompt:

```
C>
```

you are ready to begin.

First, you will create several subdirectories. These will be used shortly to contain useful files. Begin by entering the command:

```
C>MD DOS4
```

The MD command is a short form of MKDIR. This internal DOS command creates a subdirectory under the directory you are currently in. Since your computer boots up in the hard disk root directory, the command you just entered created a subdirectory named DOS4 under the root directory.

Note

If you don't understand the term "root directory" refer to your MS-DOS User's Guide, "Files and Directories."

When the computer displays the C> prompt again, enter:

```
C>DIR
```

to see what you have done. You should see a directory listing similar to the following:

```
COMMAND COM XXXXX X-XX-XX X:XXX  
FORMAT   EXE  XXXXX X-XX-XX X:XXX
```

```
DOS4          <DIR>      x-xx-xx  x:xxx  
      X File(s)   XXXXXXXXX bytes free
```

```
c >
```

Just as MS-DOS commands usually look at the "current" disk drive, they also look at the current directory. Since you can change the current, "logged" disk drive, you would expect to be able to change the current, logged directory. You can, using the CD (CHDIR) command. Enter the command series:

```
C>CDDOS
```

```
C>DIR
```

The directory listing displayed should look like this:

```
      <DIR>          x-x x-x x  x : x x x
      <DIR>          x-x x-x x  x : x x x
X File(s)          XXXXXXXX bytes free

C>
```

You have just moved to the DOS4 subdirectory. The two < DIR > entries indicate that you are currently logged onto a disk subdirectory. The period (.) entry represents the current directory, while the double period (..) entry represents the parent directory for the current subdirectory. These shorthand entries allow you to move up and down through a directory tree rapidly. To see how these shortcuts work, enter the command series:

```
C>CD..
```

```
C>DIR
```

You will see that you are back in the hard disk root directory. Now return to the DOS4 subdirectory by entering the command:

```
C > CD DOS4
```

Another way of moving through the directory tree quickly involves the use of a similar command:

```
C>CD \
```

This command will take you directly to the root directory of the current disk drive. This can be useful if you get “lost” in a large directory tree.

The next step in organizing your hard disk involves copying the external command files from the MS-DOS install diskette into the DOS4 subdirectory on the hard disk. First, make sure you are currently logged into the DOS4 subdirectory by entering the command sequence:

```
C>CD \
```

```
C>CD DOS4
```

Insert the MS-DOS install diskette into the A drive. Close the door, then enter:

```
C>COPY A:*. * C:
```

This command will copy the entire contents of the MS-DOS install diskette into the DOS4 subdirectory on the hard disk. When the copying process is complete, your computer will display the following message:

```
xx File(s) copied
```

```
c >
```

Using the DIR command, run a directory to verify that you have copied the MS-DOS install diskette.

Remove the MS-DOS install diskette from drive A and replace it with the MS-DOS Select diskette into the DOS4 subdirectory on the hard disk by entering the command

```
C >COPY A:*. * C:
```

When the copying process is done, carefully enter the following series of commands:

```
C > DEL COMMAND.COM
```

This command will remove the COMMAND.COM file from the DOS4 subdirectory. Since the file is available in your hard disk root directory, it is not necessary to include it in the DOS4 subdirectory. Later, as your hard disk gets filled up with application software program and data files, the disk space saved by deleting such duplicate files might become useful.

Repeat the copy procedure described above for the remaining disks in the MS-DOS package.

Return to the root directory by entering:

```
C>CD C:\
```

You have now completed organizing your hard disk and installing the MS-DOS files into subdirectories. As you can see, the files have been placed in subdirectories according to the type of activity you will doing when using them. As you add application programs to the hard disk, it is a good idea to create subdirectories to store them in, so as to keep different program groups separated.

For more information on directory and subdirectory organization with MS-DOS, see your MS-DOS User's Guide.

Backing Up Your Hard Disk

It is highly recommended that you make back up copies of your valuable hard disk files regularly. Because hard disk drives are fragile, they can sometimes be damaged. It is also possible to erase some or all hard disk files through the use of incorrect `FORMAT` and `COPY` commands. Backing up your files is the only way you can be sure that you don't lose information you may have spent months or even years gathering.

Two external command programs on your MS-DOS install diskette will help you back up your hard disk. The first, `BACKUP`, will copy files from the hard disk onto diskettes. The other, `RESTORE`, allows you to use the diskettes created by the `BACKUP` program to reload the files back onto the hard disk, if necessary. The following sections describe how to use these two command programs.

The `BACKUP` Command

This command backs up one or more files from your hard disk onto floppy diskettes. The diskettes must be formatted by the MS-DOS `FORMAT` command. Do not use the `/S` switch when formatting these diskettes. Disk space taken up by the inclusion of the active MS-DOS routines would be wasted with the `BACKUP` command.

Note

For information on formatting diskettes, see Chapter 5, "Using Floppy Disks."

When you back up your hard disk using BACKUP, the first thing to do is to format enough blank disks to hold the backed up files. Once you start the BACKUP routine, you won't want to stop the program to format more diskettes. BACKUP takes time, even on a high speed computer. Stopping the BACKUP command before completion usually means that you would have to start the process over again. Therefore, make sure you have enough formatted diskettes before you start.

How Many Diskettes?

The number of diskettes you will need depends on two things. First, how much of the hard disk will you be backing up? Second, what is the capacity of the diskettes you will be using? The following table shows the approximate number of diskettes needed to backup an entire hard disk.

HARD DISK CAPACITY:	NUMBER OF DISKETTES:		
	180K	360K	1.2M
10M-byte	63	32	10
20M-byte	125	63	20
30M-byte	185	95	30
40M-byte	250	125	40

A few extra diskettes have been included in these numbers to make sure there are enough. If your hard disk is not loaded to capacity, or if you are only backing up part of your hard disk, fewer diskettes will be needed.

As you format these disks, prepare labels for them that identifies these diskettes as a hard disk backup archive. Also put the date on each label and number each diskette. This is very important, since the RESTORE command requires that you use the diskettes in the same order that was used during the BACKUP procedure.

This file contains the BACKUP command program. As mentioned above, this file is provided on your MS-DOS install diskette. You can run the program from the floppy disk drive or from the hard disk, if you have copied the file into a subdirectory on the hard disk.

To back up the entire hard disk, start by changing the system default drive to the hard disk. Enter:

```
A>C:
```

Next, make sure you are in the root directory of the hard disk. Enter:

```
C>CD C:\
```

Now, make sure your diskettes are formatted and ready. If you are running BACKUP from the MS-DOS install diskette, enter the command:

```
C>A:BACKUP C:\A: /S
```

If you have set up your hard disk directories as described in the "Organizing Your Hard Disk" section above, enter the command:

```
C> BACKUP C:\DOS4 A: /S
```

In the first example, the A:BACKUP command tells MS-DOS to search the A drive for the BACKUP.COM file. In the second, the C:\DOS4 statement will automatically direct MS-DOS to look in the C:\DOS4 subdirectory for the file.

In both examples, the A: portion of the command tells MS-DOS that you want to start the backup routine with the root directory of the hard disk, and store the backup files on diskettes in drive A. The final /S switch tells MS-DOS to back up all of the subdirectories on the hard disk in addition to the root directory.

For a more detailed explanation of the MS-DOS BACKUP command, see your MS-DOS User's Guide.

The RESTORE Command

MS-DOS provides the RESTORE command program to allow you to copy files from the archive diskettes created by the BACKUP command back onto the hard disk. You should only have use the RESTORE command if:

- Your hard disk has been damaged, then repaired or replaced
- Files have been accidentally erased from the hard disk
- You have reformatted the hard disk

To use RESTORE, first make sure the hard disk is ready to receive files. Boot your system up with the MS-DOS installed diskette in drive A. When you get to the system prompt, enter:

```
A>C:
```

If the computer responds with:

```
C>
```

enter:

```
C > DIR
```

If a directory listing is displayed, even if there are no entries, it means that your hard disk system is ready to receive files. If the active routines of MS-DOS have been loaded on to the hard disk, you will see the COMMAND.COM file at the beginning of the directory listing.

If the computer responded to the A > C: command with:

```
Invalid drive specification
```

it means that MS-DOS can't "find" the hard disk drive. This is either because the hard disk controller board has been incorrectly set up, or more likely, the hard disk drive has not yet been partitioned.

If the computer correctly executed the C: command, but failed to run a directory, it probably means that the hard disk has been partitioned, but not yet formatted.

Once you have made sure the hard disk is ready to receive files you may proceed with the RESTORE procedure. The routine described below should only be used to restore the entire contents of the backup archive diskettes to an empty hard disk. For information on partial backups to a hard disk drive containing files, see the entry for the RESTORE command, in your MS-DOS User's Guide, "MS-DOS Commands."

First, set the C drive directory to the root directory by entering the command:

```
C > CD C:\
```

Now set the system default drive letter back to drive A by entering:

```
C > A:
```

The computer will respond by displaying:

```
A >
```

Make sure your MS-DOS install diskette is inserted into the A drive. Enter the following command:

```
A > RESTORE A: C:\ /S
```

The RESTORE command file will be read from the MS-DOS install diskette. The A: C:\ in the command tells MS-DOS that you will be restoring files from diskettes in the A drive to the hard disk root directory. The /S switch tells MS-DOS that you want to restore the subdirectories as well as the root directory files.

You will be prompted to insert the backup archive diskettes into the A drive, one at a time. It is very important that you insert these diskettes in order. The BACKUP command program codes each archive diskette with an identification number, which is read by the RESTORE program. The use of this i.d. number ensures that your files are reassembled properly, and loaded into the correct subdirectories.

Expanding Your System

As you get more familiar with your computer system, you will probably want to add hardware to it. This can include additional disk drives, printers, modems, etc. This chapter addresses the installation of some of the most common devices.

Note

Because a wide variety of **expansion products** are available for your **system**, and configuring them to **communicate over general purpose interfaces** can be a complex task, it is impossible for this manual to provide detailed instructions for connecting these devices. Please follow the instructions provided with your peripheral. If you should have problems with the installation of a peripheral device, contact your dealer for assistance.

Connecting Peripherals

Peripherals are devices that can be connected to your computer system to increase its ability to communicate and process information. The term “peripheral” is usually used to indicate an externally mounted unit that is connected to your computer with a cable. Peripherals available for your computer system are :

- Keyboards
- Video monitor systems
- Printers

❑ Modems

❑ External disk drives

Your computer is designed to communicate with peripherals by way of the connectors on the rear panel of the main system unit. The connectors are called “ports,” and allow information to be sent back and forth between the system CPU and a peripheral device.

Your keyboard and your video monitor connect to the main system unit by way of two specialized ports. The keyboard is connected to the “Keyboard port” on the rear panel of the main system unit. If you have purchased a video monitor system for your computer, the display monitor is connected to the “video port” on the rear panel of the video controller card, which is mounted inside your main system unit.

Since your system CPU must be in constant communication with both the keyboard and the display monitor, specific circuits connect them together. Since other peripheral devices only communicate with the system CPU occasionally, they can use general purpose ports.

Computerized data is composed of electronic words called “bytes.” As an example, each letter or number that appears on your display monitor has been sent from the main system unit to the monitor itself in the form of a single byte. This byte is made up of individual “bits.” in the same way that a word is made up of letters. In order to keep things consistent for the system CPU, bytes are made up of groups of eight bits. Using eight-bit bytes results in 256 basic combinations, each of which corresponds with a specific letter or number.

Note

Your computer is referred to as a “32-bit” computer. The 386 microprocessor in this system address over 4 gigabytes (4000M-bytes) of memory. However, this system’s maximum memory is configured as 16MB which is more than enough to run the current application software.

Serial Ports

There are two basic kinds of general purpose I/O (Input/Output) port. One kind is a “serial” port, where data bits are sent one at a time along a single wire, in series. Additional wires are used to send control signals between the transmitting and receiving devices. These control signals allow the two communicating devices to determine which of them will send or receive the data, and when the first bit of a particular byte is being sent, among other things.

Standardized “protocols” for these signals have been agreed upon by the microcomputer industry so that the different manufacturer’s machines can communicate with each other.

Your computer system uses the “RS-232C” asynchronous serial communications interface. The serial port connector is the left-hand 9-pin “D-type” connector mounted on the rear panel of the system motherboard. Electrical information for the serial port is in Appendix A “Specifications.” For details on the serial port pin connections, see Appendix D, “Connector Pinouts.”

MS-DOS uses labels to refer to the various I/O ports on your computer. The RS-232C serial ports on the system motherboard are assigned the “COM1” (Communications port #1) label and the second port is “COM2” (Communications port #2) label.

Parallel Ports

Unlike serial ports, parallel ports allow your computer to communicate one entire byte at a time. Eight wires are included in the cable to permit the transmission of each of the eight data bits simultaneously. Extra wires are included in the cable for control signals. Your Computer uses the industry standard "Centronics-compatible" parallel printer port interface.

MS-DOS uses the label "LPT1" (Line Printer #1) for the first parallel port. Additional parallel ports can be added to your computer through the use of multi-function boards. These ports would be labeled LPT2, LPT3, etc.

Connecting Printers

Most, but not all, printers use the Centronics-compatible parallel port.

To install this type of printer, connect an appropriate cable between the parallel port connector on the rear panel of the system motherboard in the main system unit and the input connector on the printer. Information on the correct cable will be found in your printer's manual.

Note

Some printers, like the HP LaserJet, can use the RS-232C serial interface port. See the printer's manual for complete installation instructions.

Connecting Modems

Modems are used to connect your computer to the telephone line. Since the electronic requirements for the transmission of your voice are different from those used by your computer, a modem is used to “translate” your digital information to a signal that can be sent over the telephone lines.

Internally mounted modems are attached to a circuit board that will be installed inside your main system unit. These modems can communicate directly with the system CPU through your computer’s internal circuitry. The telephone line is plugged into a socket located on the rear panel of the modem.

External modems connect to your computer’s RS-232C serial port. Connectors are provided on the modem itself for attachment to the phone system.

Connecting External Disk Drives

At some point, you may decide to add an external disk drive. This may become necessary if all of the internal drive compartments are in use, or if you want to place your main system unit away from your work area, while keeping a drive next to your keyboard.

The floppy disk drive control port is provided on your system motherboard. While the cabling for these ports has been designed to be used inside the main system unit cabinet, it is possible to route the connectors outside to an external drive by using a longer cable. This cable can be routed outside the main system unit by way of an unused expansion slot panel.

For installation instructions, refer to the manual provided with your external disk drive.

Note

For instructions on opening the main system unit cabinet, see the section “Opening and Closing the Case,” later in this chapter,

System Expansion And Upgrades

This section deals with the addition of expansion boards and products to your computer’s main system unit. Although most expansion products are provided with detailed instructions for their installation and use, it is recommended that you read through this section in order to familiarize yourself with some of the basic principles of expanding your computer.

Tools Required

To install most expansion products in your main system unit, you will usually need the following tools:

- ❑ a small/medium “Phillips-type” screwdriver
- ❑ a small flat-blade screwdriver

General Precautions

In the interests of personal safety and product reliability, you should review the following information:

- ❑ Follow all of the instructions and warnings marked on this product, or included in this manual.
- ❑ Make sure you have enough room to work on the unit. If necessary, disconnect any peripheral device cables connected to the unit’s rear panel.

- ❑ For additional information on safety and maintenance, refer to the appropriate sections of this manual's introductory chapter.

Stop!

When you remove the main system unit cover, observe the following precautions:

- ❑ The power supply cord must be unplugged before the main system unit cover is removed. (Separe le cordon d'alimentation et puis enleve le couvercle.)
- ❑ Once removed, the cover must be replaced and screwed in position before the power supply cord is plugged back in. (Après le couvercle a enleve, visse le couvercle en place et remettre le cordon d'alimentation.)

Warning;

Installing or removing circuit boards or plugging cables in with the system AC power turned on can damage your system.

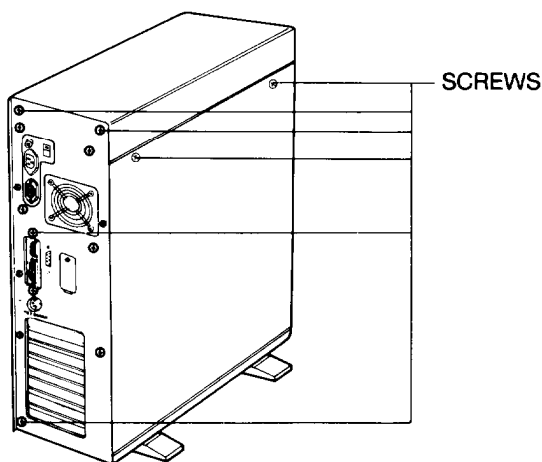


Figure 7-1. Cover Mounting Screws

Opening and Closing the Cabinet

The procedure for opening the main system unit cabinet is as follows:

- ❑ Unplug the video monitor AC power and signal cables from their rear panel sockets. Set the monitor safely aside.
- ❑ Unplug the keyboard and set it aside.
- ❑ Unscrew the screws on the rear panel of the unit and set them aside.
- ❑ Carefully, slide the main system unit's cover towards the front of the unit. Continue sliding the cover forward until it can be removed completely. Set the cover aside.

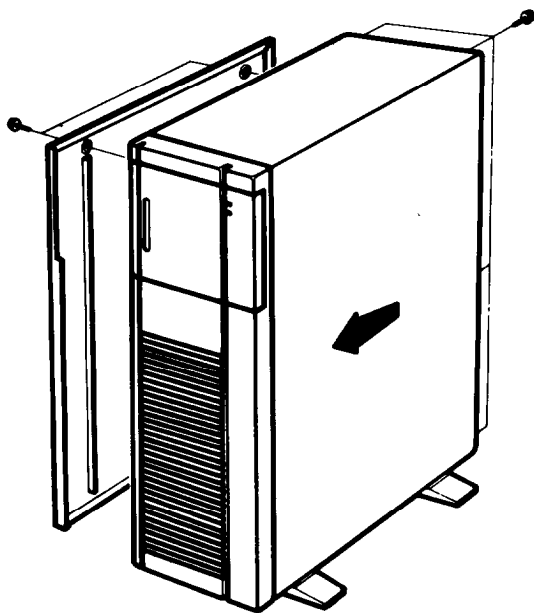


Figure 7-2. Removing the Cover

Later, to close the unit, follow these steps in order:

- ❑ Make sure all the system and expansion boards are properly seated in their connectors, and have had their mounting screws tightened down.
- ❑ Make sure all the internal cables have been properly connected and arranged neatly. Wires should not be pinched or caught between chassis parts or circuit boards.
- ❑ Carefully slide the cover back onto the main system unit, being careful not to damage the cables.
- ❑ As you slide the cover onto the unit, adjust the alignment to permit the cover to slide over the disk drive nosepieces.
- ❑ When the cover is properly seated on the main system unit chassis, replace and tighten down the screws on the rear panel.
- ❑ Reconnect the keyboard to its connector on the rear panel of the main system unit.

Place the video monitor on top of the main system unit and connect the AC power and signal cables to their correct sockets on the rear panel.

Reconnect any peripheral device to their rear panel I/O port connectors.

Plug the AC power cable into the socket on the rear panel of the main system unit and the main AC power outlet.

Installing Circuit Boards

Most of the expansion products you will be installing into your computer are circuit boards. Like the system boards installed at

the factory, expansion boards are plugged into the main system unit's mother board.

There are expansion boards available for a wide variety of functions.- The most common expansion boards provide such functions as extra I/O ports, high resolution video graphics and system memory expansion.

The basic computer is shipped from the factory with only the system motherboard installed. If you have purchased a system with a video monitor or a hard disk system installed, the necessary controller board(s) should also be installed. If you are adding these systems to a basic computer, or expanding your system by installing additional hardware, follow the procedure below to install the circuit boards.

First, read all of the instructions provided with the expansion product. Then, carefully unpack the circuit board(s) to be installed.

Warning!

Most computer circuit boards have "static sensitive" components on them. These parts can be damaged by static electricity, which can be generated by rubbing your hand across the exposed metal parts on the board. To avoid this damage, always handle circuit boards by their edges, being careful to avoid contact with the exposed edge connectors and parts.

Following the instructions provided with the expansion board, set any configuration switches and jumpers on the expansion board.

Open the main system unit cabinet and set the configuration jumpers on the system motherboard to match the new hardware arrangement. You will be able to do this without removing the system motherboard from the main system unit

chassis, although you may need to unplug the disk drive ribbon cable from its connector to allow easy access to the jumpers.

The system boards contains eight expansion slots comprised of two basic types as follows:

- Two 8-bit slot for PC/XT boards
- Six 16-bit slots for PC/AT boards or 8-bit PC/XT boards

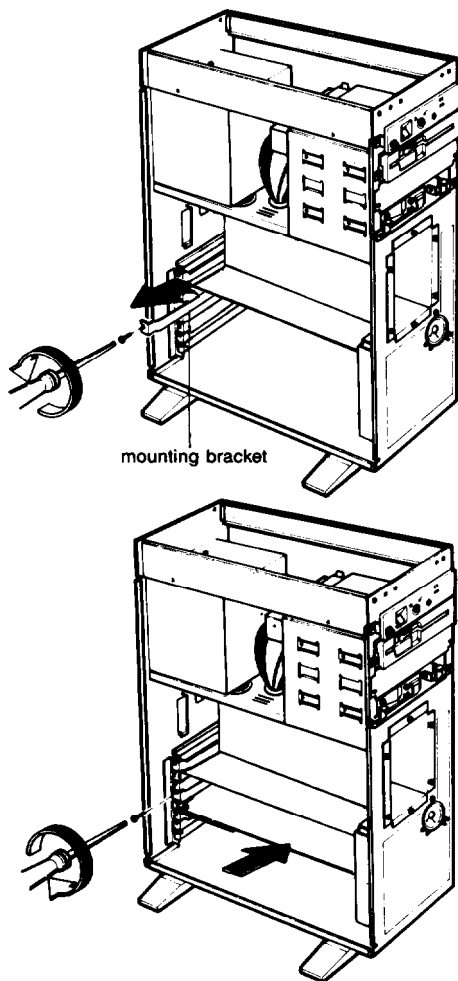


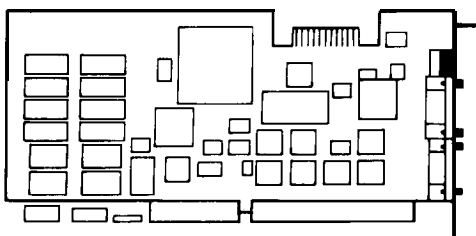
Figure 7-3. Installing the Circuit Boards

Disconnect any internal cables that may be in the way. As you do, make a note of their correct locations and orientations for later reattachment. Unscrew the retaining screw for the slot guard, and set it aside. Mount the expansion board into the slot by gently sliding the board into the slot. If the board is long enough to reach the card guide mounted on the front panel support flange, slide the board down the center groove of the guide.

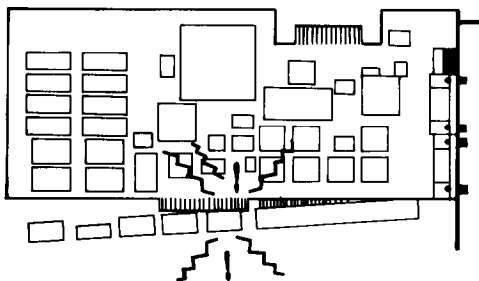
Making sure the board is correctly aligned, carefully insert the board's edge contacts into the slot connector on the main system unit's motherboard. A gentle rocking motion is helpful in getting the board started in the edge connector.

Once started, press the board into the motherboard connector until it is seated completely. The tab at the bottom of the mounting bracket should fit into the slot at the bottom rear of the main system unit, and the bracket's top flange should rest directly on top of the rear panel support.

CORRECT
NO ELECTRICAL OR
PHYSICAL RESTRICTIONS



INCORRECT
PHYSICAL RESTRICTIONS



INCORRECT
ELECTRICAL RESTRICTIONS

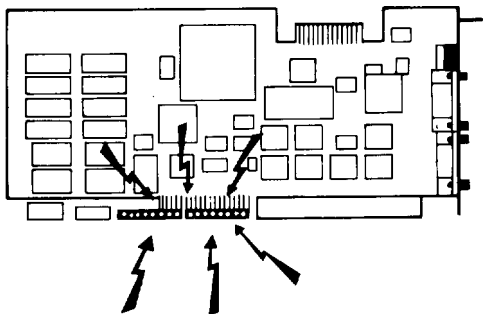


Figure 7-4. Installing the Option Card in an Expansion Slot

Check the board's alignment to make sure it is straight and level. If necessary, move the board slightly to align the hole in the top of the mounting bracket over the screw hole in the main system unit's rear panel flange. Install the holddown screw that you removed earlier.

Reconnect any internal cables that were disconnected earlier. If you have a problem making the cables reach their connectors, you may have to move the board you just installed to another slot. If any external equipment is used with the expansion board, connect it to the board's rear panel connector(s), following the instructions given with the product.

When the installation of the board is completed, close the main system unit cabinet as described above.

Disk Drive Compartments

To install expansion devices such as additional floppy disk drives into the main system unit's disk drive compartments, follow the procedure given below.

First, make yourself familiar with the specific installation procedure for the expansion device by reading all of the

documentation provided. Then, remove the main system unit cover as described above. Select the drive compartment where you will install the expansion device. Remove the blank front panel from the selected compartment by removing the mounting screws.

Slide the expansion device into the compartment along the side rails of the drive cage until it is all the way in. Replace the hold down clamps and their mounting screws.

Connect any internal power cables to the correct pins on the rear of the expansion unit. Connect any required control cables to the device. Close the main system unit cabinet as described above.

Note

Your main system unit is supplied with the cables necessary to connect two floppy disk drives to the system motherboard. Follow the instructions provided with the expansion floppy disk drive for proper installation.

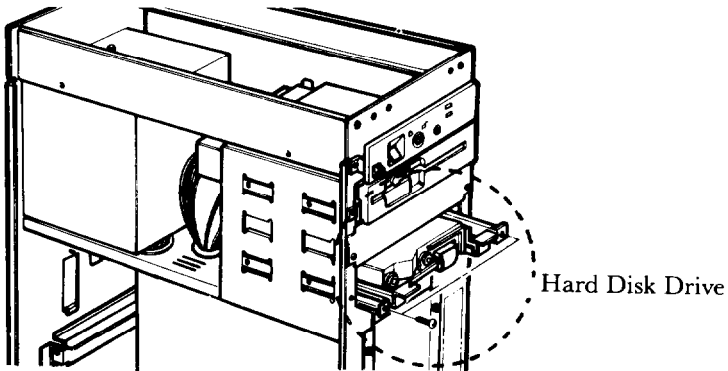


Figure 7-5. Mounting the Internal Hard Disk Drive

Internal Hard Disk Drive

If you are to mount the internal hard disk drive inside the main system unit case, follow the steps below:

- ❑ **Remove** the cover from the main system unit, as described above.
- ❑ Remove mounting plate by unscrewing the hold down screws.
- ❑ Attach the hard disk drive to the mounting plate by installing the four mounting screws through the bottom of the plate into the bottom of the drive frame.
- ❑ Replace the mounting plate onto the mounting frame by sliding the plate into the two openings provided in the mounting frame.
- ❑ Replace the hold down screws.
- ❑ Connect the hard disk drive controller cables to the drive.
- ❑ Replace the main system unit cover.

N o t e

Your system has an on board IDE type HDC and if you want to install the another type of HDD except IDE, you must disable the on board IDE HDC using the Extended Setup Program. See Chapter 2 for the detailed information of it.

Appendix A

Specifications

Computer System

- ❑ Operating Temperature : 41° to 95°F (5° to 35°C)
 - ❑ Storage Temperature : -5° to 140°F (-15° to 60°C)
 - ❑ Operating Humidity : 20% to 80% (no condensation)
 - ❑ Storage Humidity : 10% to 90% (no condensation)
 - ❑ Compatibility : IBM PC/AT
 - ❑ Power Supply : 238W
110 Range: 100-125 VAC,
7.0 A, 50/60Hz
220 Range: 200-240 VAC,
4.5A, 50/60Hz
- Keyboard : 101 key keyboard

System MotherBoard

- ❑ Firmware : AMI Software BIOS
- ❑ Operating System Support : MS-DOS
- ❑ Bus Interface : IBM PC/XT,
PC/AT-compatible

- ❑ Expansion Slots : 2ea 8-bit (62 pin connector)
6ea 16-bit (98 pin connector)

- ❑ Dynamic RAM (with parity) : 1M-bytes, expandable 16M-bytes on Motherboard
80ns, 2 wait state access

- ❑ Floppy Disk Drive Support : 2ea - 360K, 720K, 1.2M or 1.44M-byte

- ❑ I/O Ports : 2ea 9-pin RS-232C asynchronous serial communication port
1ea 25pin Centronics-compatible parallel printer port
1ea 5-pin Keyboard port

- ❑ Audio Support : 1 mini-speaker

- ❑ Real Time Clock

CPU Logic

- ❑ Main Central Processor IC

TriGem 386X	386-25 [™] microprocessor
TriGem 386XE	386-33 [™] microprocessor

- ❑ Math Coprocessor IC (optional):

	Intel Series	Weitek Series
TriGem 386X	387-25 [™] coprocessor	WTL3167-25 coprocessor
TriGem 386XE	387-33 [™] coprocessor	WTL3167-33 coprocessor

System Memory

- Data Interface : 32-bit memory access
- Cache Memory : 64KB or optional 128KB
- Memory Bank Configurations

NO.	BANK 0	BANK 1	BANK 2	BANK 3	SIZE
1	256K	0	0	0	1M
2	256K	256K	0	0	2M
3	256K	256K	256K	0	3M
4	256K	256K	256K	256K	4M
5	1M	256K	0	0	5M
6	1M	256K	256K	0	6M
7	1M	256K	256K	256K	7M
8	1M	1M	0	0	8M
9	1M	1M	256K	0	9M
10	1M	1M	256K	256K	10M
11	1M	1M	1M	0	12M
12	1M	1M	1M	256K	13M
13	1M	1M	1M	1M	16M

- BIOS ROM : 64K-byte
- CMOS RAM : 128-byte

System I/O

- DMA Channels:
 - 8-bit operations - 4 channel
 - 16-bit operations - 3 channel
 - Address space - 16MB
- Programmable Timers: 3
- Vectored Interrupt Levels: 15

System Timing

□ System Clock Speed:

Speed	CPU	I/O
High	33MHz (25MHz)	8MHz
LOW	8MHz.z (8MHz)	8MHz

□ Clock Cycle Time:

125ns (8MHz)

40ns (25MHz)

30ns (33MHz)

I/O Address Map

Hex range	Device
000-01F	DMA controller 1, 8237A-5
120-03F	Interrupt controller 1, 8259A, Master
040 - 05F	Timer, 8254-2
060 - 06F	8042 (Keyboard)
070 - 07F	Real-time clock NMI mask
080 - 09F	DMA page register, 74LS612
0A0 - 0BF	Interrupt controller 2, 8237A-5
0C0 - 0DF	DMA controller 2, 8237A-5
0F0	Clear math coprocessor busy
0F1	Reset math coprocessor
0F8 - 0FF	Math coprocessor
378 - 37F	Parallel port on board
3F0 - 3F7	FDD control on board
3F8 - 3FF	Serial port on board

Note: I/O address hex 000 to FFF are reserved for the system board 110
Hex 100 to 3FF are available on the I/O channel.

System Mother Board

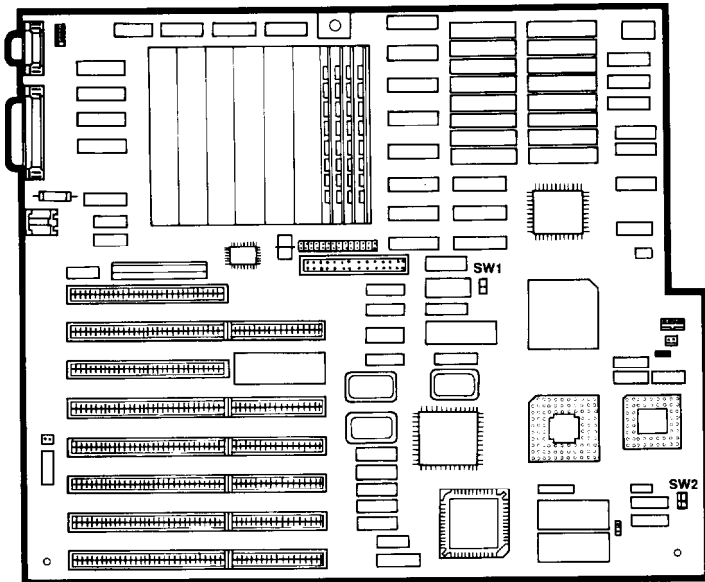


Figure B-1. The System Motherboard

This appendix provides configuration and interface information for this board. You may skip this appendix if you are not installing expansion products that require changing the motherboard's configuration switch settings.

Hardware Settings

The system motherboard provides several switches to set the system configuration. These are located at various points on the board.

Note

If you have problems setting the system CPU configuration headers, contact your dealer for assistance.

When you turn the system power on, the system CPU will compare these settings with the information stored in its configuration RAM as part of the diagnostic routines. If any inconsistencies are found, they will be shown on the display monitor before MS-DOS is loaded. At that time, you will be prompted to run the SETUP program to change the options stored in the configuration PAM. It is important that these settings describe the actual equipment installed on your computer system.

Removing The MotherBoard

In order to change the settings defined by these jumpers, it will be necessary to remove the system motherboard from the chassis. To do this, follow these steps, referring to Chapter 7, "Expanding Your System," where necessary:

- ❑ Unplug all of the cables from the rear panel of the main system unit.
- ❑ Remove the main system unit cover.
- ❑ Remove all expansion boards from their slot connectors on the system motherboard, noting the location of each board and any internal cable connections, for re-installation later.
- ❑ Carefully unplug all of the cables connected to the system motherboard, noting their locations for later.
- ❑ Remove the several screws that attach the system motherboard to the chassis.
- ❑ Carefully slide the motherboad out of the chassis.

To re-install the motherboard, reverse this procedure.

Switches

Once the motherboard is out of the chassis, proceed to set the configuration switches to match the changes in the system hardware.

The Table B-1 lists the switch settings

Switch	Function	Setting	
		ON	OFF
SW1	Cache Mode Selection	128K	64K
SW2-1	ROM Type Selection	27512	27256
SW2-2	Display Type Setting	Color	Mono

- Table B-1. Hardware Switch -

Connectors

The system motherboard is provided with a number of connectors for communication with other parts of the computer system. These connectors are discussed below.

For pinout information on these connectors, see Appendix D, "Connector Pinouts."

The connectors provided on the system motherboard are for signal/power in facing and the I/O ports, as follows:

Connector	Function
J26	Lamp Indicator Connector
J3	AT Keyboard Connector
J1	COM1 Port
J4	COM2 Port
J2	Parallel Port
J23	FDD connector
J24	IDE HDD connector
J25	Speaker Connector
J5	Battery Connector
J6, J15	Power Connector

- Table B-2 -

Expansion Slots - J7 to J14, J17 to J22

The system board contains eight expansion slots comprised of two basic types as follows:

- Two 8-bit slots for PC/XT boards
- Six 16-bit slots for PC/AT boards

Caution!

Do not overload the system board power connector by installing expansion boards that may draw excessive current.

Keyboard Port - J3

The keyboard connector J3, is a 5pin DIN connector for keyboards that are compatible with the IBM AT Keyboard.

Serial Port - J1 and J4

Connector J1 and J4 provide the standard AT-type RS-232C serial interfaces.

Note

you can use the on board serial ports for COM 1 and COM 2. If you have external card for serial ports on your system, you must disable the on-board serial port. when you'd like to disable the on board serial ports, do the following;

1. Open the hardware jumper, JP3 and JP4.
2. Enter the Extended Setup Program and disable the serial ports.

Refer to Chapter 2 for the detailed descriptions of Extended Setup Program.

Parallel Port - J2

Connector J2 on the system board provides a standard Centronics 25pin parallel interface.

Note

If you want to use external device for parallel port, you should disable the on-board parallel ports. Like the case of serial ports, do the following for disable the parallel ports.

For more instruction of Extended Setup Program, see Chapter 2 in this manual.

1. Open the hardware jumper, JP2.
2. Enter the Extended Setup Program and disable the serial ports.

Power Connector - J6, J15

The system board requires four DC voltage: + 12V, -12V, +5V, and -5V.

The power connector respectively supply power to the system board and to the six expansion slots.

Speaker - J25

Connector J25 provides a speaker connection for audible tone generation. The connector is a two pin header.

IDE Interface connector - J24

You use this 40 pin connector with IDE type Hard disk drive.

Note

Your system has an on board IDE type HDC and if you want to install the another type of HDD except IDE, you must disable the on board IDE HDC using the Extended Setup Program. See Chapter 2 for the detailed information of it.

If you want to know the detailed pin assignment of those I/O connectors, see Appendix D of this manual,

Video Monitor Systems

There are many video display systems available for use with your computer system. This appendix will provide a brief description of the most common video system types, and discuss their applications.

Monitor System Resolution

The main difference between video monitor system types is their screen resolution. The monitor's resolution is important because it determines the number of characters that can be displayed on the screen at any one time, and the quality of any screen graphics displayed.

The image displayed on the video screen is made up of a large number of individual dots. This is true whether the displayed screen image is made up of text or graphics, or is a mixture of both. The higher the monitor's resolution is, the smaller the individual dots can be. Smaller dots means that more of them can be displayed in the same space. If more dots are displayed, then more text characters and better looking graphics can be displayed.

Video Controller Boards

The video controller board controls the actual number of dots sent to the screen. A video system's resolution capability is usually described as the number of dots that can be displayed horizontally by the number of dots that can be displayed vertically.

The personal computer industry has established several video controller resolution and color standards. Some of these are described below.

- Hercules Graphics Compatible (HGC):
HGC boards have become the video controller-of-choice for basic personal computer video display monitor systems. Providing dot resolutions up to 720x350, HGC boards display good quality text and graphics, while using shading to accommodate color software.

- Color Graphics Adaptor (CGA):
The original CGA boards featured very low resolution, typically 320 x 200. This was because they were originally intended home computers that were used for advanced video games. Recently, however, CGA resolution has been improved to 640 x 200. With the higher resolution, CGA has gained acceptance in the office environment. By using colored text screens and low-level graphics, a number of software packages have been made easier to use.

- Enhanced Graphics Adaptor (EGA):
EGA video systems provide high resolution (640 x 350 maximum) color graphics capabilities. These monitor systems are often used in computer-aided design workstations and other software applications requiring a larger number of on-screen colors than CGA controllers can provide.

- Video Graphics Array (VGA):
Recently, a new video standard has emerged to take advantage of the features of the multi-sync monitors. Providing up to 720x400 dot resolution, these systems have been used in applications that require the highest possible video resolution, such as desktop publishing, computer-aided design (CAD/CAE), and broadcast quality computer graphics.

The maximum screen resolutions of the different video standards is summarized below, along with their color and graphics features:

- ❑ HGC:
 - maximum dot resolution:
720x350
 - maximum text display:
80 columns x 25 lines
 - colors:
monochrome green or amber

- ❑ CGA:
 - dot resolution:
640 x 200
 - maximum text display:
80 columns x 25 lines
 - colors:
 - 2 of 16 colors (640 x 200)
 - 4 of 16 colors (320 x 200)

- ❑ EGA:
 - dot resolution:
640x350
 - maximum text display:
80 columns x43 lines
 - colors:
16 of 64 colors

- ❑ V G A :
 - dot resolution:
 - 720x400 (text only)
 - 640x480 (text and graphics)
 - maximum text display:
80 columns x50 lines
 - colors:
 - 16 of 262, 144
 - 256 of 262, 144 (320x200 res)

Note

EGA and VGA controller boards are available with higher resolutions than the maximum defined by the standards. The optional EGA video system for this computer provides up to 1056x352 dot resolution for a text display of 132 columns x44 lines, and up to 800 x 600 resolution for color graphics.

Monitor Types

There are many different types of video monitor available. Some of the major ones are described below.

❑ Composite Video:

With a 300 x 200 resolution, this type of monitor is usually used with home computers. They are not recommended for use with your system.

❑ TTL Monochrome:

These monitors provide up to 1000x350 resolution, with either a green or amber colored screen. Primarily intended for text only applications, these monitors can run Hercules-compatible graphics programs, although applications requiring full CGA or EGA color compatibility will be difficult, if not impossible, to use. A TTL monochrome monitor and a Hercules compatible controller board will meet your computer system's basic video display monitor needs.

❑ RGB Color:

RGB stands for Red, Green and Blue, and indicates that each of the primary colors are separately driven by the video controller board. RGB monitors cover a broad range of resolutions from 320 x 200 up to the higher EGA ranges of 720 x 480. RGB color monitors are very

useful in applications that need good-looking graphics, or higher resolution text, though they are limited in the number of colors that can be displayed at a given time. If you are going to be using software that requires color, but not high resolution graphics, you should use an RGB video display monitor, connected to a CGA video controller board. If your software requires high resolution graphics, use an EGA controller board instead.

❑ Multi-sync:

Multi-sync monitors are so named because they are able to adjust themselves to any standard video format. Providing resolutions up to 1400 x 1200, multi-sync video monitors are used with software that needs very high resolution color graphics. Connecting your computer to a multi-sync monitor by way of either an EGA or VGA controller board provides one of the highest resolution computer video systems available. This type of system is used for such applications as very high resolution CAD/CAE workstations, computer graphics design and desktop publishing.

Appendix D

Connector Pinouts

I/O Ports

- ❑ RS-232C Serial port
(9-pin subminiature “D” connector):

Pin #	I/O Type:	Signal Name:
1	Input	Carrier Detect (CD)
2	Input	Receive Data (RD)
3	output	Transmit Data (TxD)
4	output	Data Terminal Ready (DTR)
5	Ground	Singal Ground (GND)
6	Input	Data Set Ready (DSR)
7	Output	Request to Send (RTS)
8	Input	Clear to Send (CTS)
9	Input	Ring Indicator (RI)

Note

All signals conform to EIA Standard RS-232C.

- ❑ Centronics-compatible parallel printer port
(25-pin subminiature “D” connector):

Pin #	I/O Type:	Signal Name:
1	Input	-Strobe
2	output	Data Bit 0
3	output	Data Bit 1
4	output	Data Bit 2
5	output	Data Bit 3
6	output	Data Bit 4
7	output	Data Bit 5
8	output	Data Bit 6

Pin #	I/O Type:	Signal Name:
9	Output	Data Bit 7
10	Output	- Acknowledge
11	Output	Busy
12	Output	Paper Out
13	N/A	Select
14	Input	- Autofeed
15	I/O	- Error
16	Input	- Initialize Printer
17	Input	- Select Printer
18	Ground	GND
19	Ground	GND
20	Ground	GND
21	Ground	GND
22	Ground	GND
23	Ground	GND
24	Ground	GND
25	Ground	GND

Note

1. All outputs are software generated. All inputs are real-time signals (not latched),
2. All signals are TTL compatible.

- Keyboard Port
(6-pin mini "DIN" connector)

Pin #	Signal Name
1	Keyboard clock
2	Keyboard data
3	Reserved
4	Ground
5	VCC

□ IDE Port

Pin #	Signal Name
1	— Reset
2	Ground
3	Data 7
4	Data 8
5	Data 6
6	Data 9
7	Data 5
8	Data 10
9	Data 4
10	Data 11
11	Data 3
12	Data 12
13	Data 2
14	Data 13
15	Data 1
16	Data 14
17	Data 0
18	Data 15
19	Ground
20	Key
21	Not Connected
22	Ground
23	— IOW
24	Ground
25	— IOR
26	Ground
27	Not Connected
28	— ALE
29	Not Connected
30	Ground
31	IRQ 14
32	— IOCS 16
33	A1
34	Not connected
35	A0
36	A2
37	— CS0
38	— CS1
39	— Active
40	Ground

❑ Power Supply Connector
(12-pin post header)

Pin #	Signal Name
1	Power Good Signal
2	+5v Volts
3	+ 12v Volts
4	- 12v Volts
5	Ground
6	Ground
7	Ground
8	Ground
9	- 5 Volts
10	+ 5v Volts
11	+ 5v Volts
12	+ 5v Volts

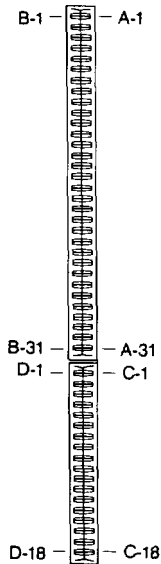


Figure D-1. Expansion Slot Connectors

Expansion Slot Connectors

Your computer comes with industry standard IBM compatible expansion slots. There are eight AT and XT-style expansion slot connectors mounted on the back plane board. The charts below show the pin numbering on the expansion slot connectors.

❑ Expansion Slot Connector Pinouts:

Pin #	I/O Type:	Signal Name:
A-1	Input	-I/O CH CK
A-2	I/O	SD7
A-3	I/O	SD6
A-4	I/O	SD5
A-5	I/O	SD4
A-6	I/O	SD3
A-7	I/O	SD2
A-8	I/O	SD1
A-9	I/O	SD0
A-10	Input	-I/O CH RDY
A-11	output	AEN
A-12	I/O	SA19
A-13	I/O	SAI 8
A-14	I/O	SA17
A-15	I/O	SA16
A-16	I/O	SA15
A-17	I/O	SA14
A-18	I/O	SA13
A-19	I/O	SA12
A-20	I/O	SAI 1
A-21	I/O	SAIO
A-22	I/O	SA9
A-23	I/O	SA8
A-24	I/O	SA7
A-25	I/O	SA6
A-26	I/O	SA5
A-27	I/O	SA4
A-28	I/O	343
A-29	I/O	SA2
A-30	I/O	SAI
A-31	I/O	SAO

□ Expansion Slot Connector Pinouts
(continued):

Pin #	I/O Type:	Signal Name:
B-1	Ground	GND
B-2	output	RESET DRV
B-3	Power	+5 VDC
B-4	Input	IRQ9
B-5	Power	-5 VDC
B-6	Input	DRQ2
B-7	Power	-12 VDC
B-8	Input	ows
B-9	Power	+12 VDC
B-10	Ground	GND
B-11	output	-SMEMW
B-12	output	-SMEMR
B-13	I/O	-IOW
B-14	I/O	-IOR
B-15	output	-DACK3
B-16	Input	DRQ3
B-17	output	-DACKI
B-18	Input	DRQI
B-19	I/O	-REFRESH
B-20	output	CLK
B-21	Input	IRQ7
B-22	Input	IRQ6
B-23	Input	IRQ5
B-24	Input	IRQ4
B-25	Input	IRQ3
B-26	output	-DACK2
B-27	output	T-C
B-28	output	BALE
B-29	Power	+5 VDC
B-30	output	osc
B-31	Ground	GND

❏ Expansion Slot Connector Pinouts
(continued):

